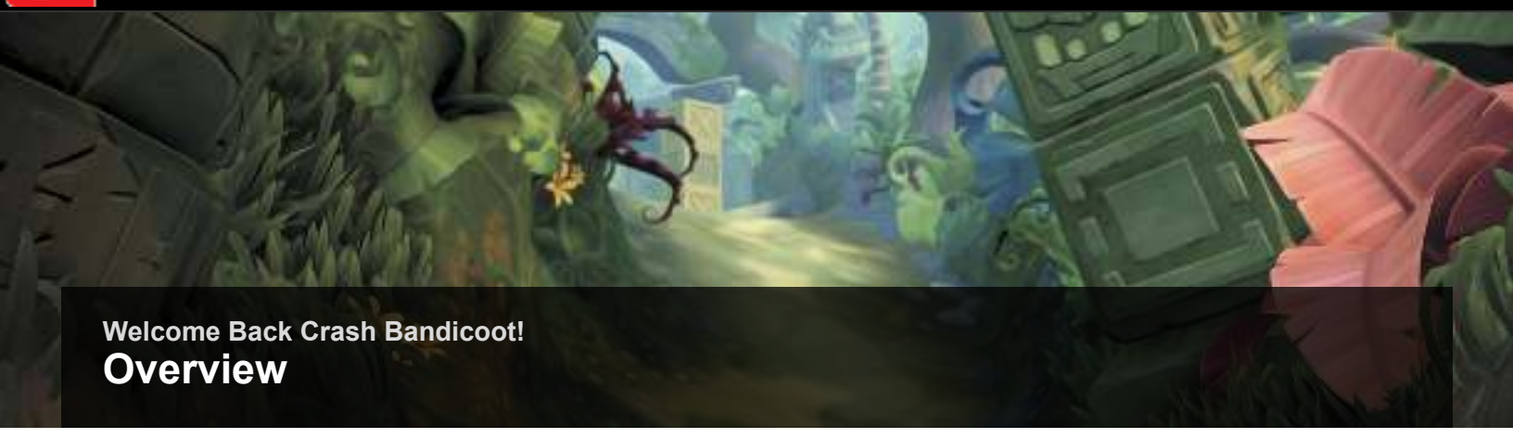


Welcome Back Crash Bandicoot!

Overview

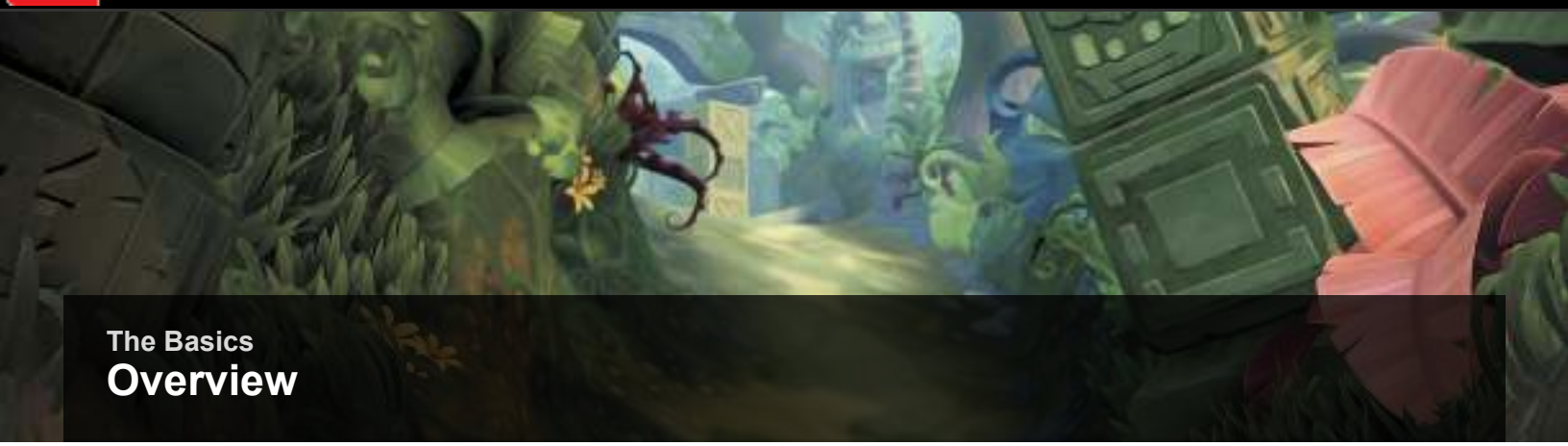
Crash Bandicoot N. Sane Trilogy features three complete games in one. These are remastered versions of the original games.

The original *Crash Bandicoot* was released in 1996 for the PlayStation console. Due to its success, sequels were released the following years, with *Crash Bandicoot 2: Cortex Strikes Back* in 1997 and *Crash Bandicoot 3: Warped* in 1998. From that point on, a new Crash Bandicoot game was released every year through 2010. These included racing games and minigames, as well as the traditional platform games.

Crash eventually branched out to just about every platform imaginable, including all the major console systems and handheld systems. After the release of *Crash Bandicoot: Nitro Kart 2* for iOS devices, Crash seemed to go into retirement. It looked like the rascally marsupial had finally given up smashing boxes for good.

Then, in 2017, *Crash Bandicoot N. Sane Trilogy* was released for the PlayStation 4. The remastered games welcomed Crash back, inviting a new generation of gamers into his world of spin attacks and carefully timed jumps that proved to still be great fun over 20 years later. Players loved *Crash Bandicoot N. Sane Trilogy* enough to make it one of the top-selling PlayStation 4 games in 2017. Now *Crash Bandicoot N. Sane Trilogy* is also available on Xbox One, PC, and Nintendo Switch.

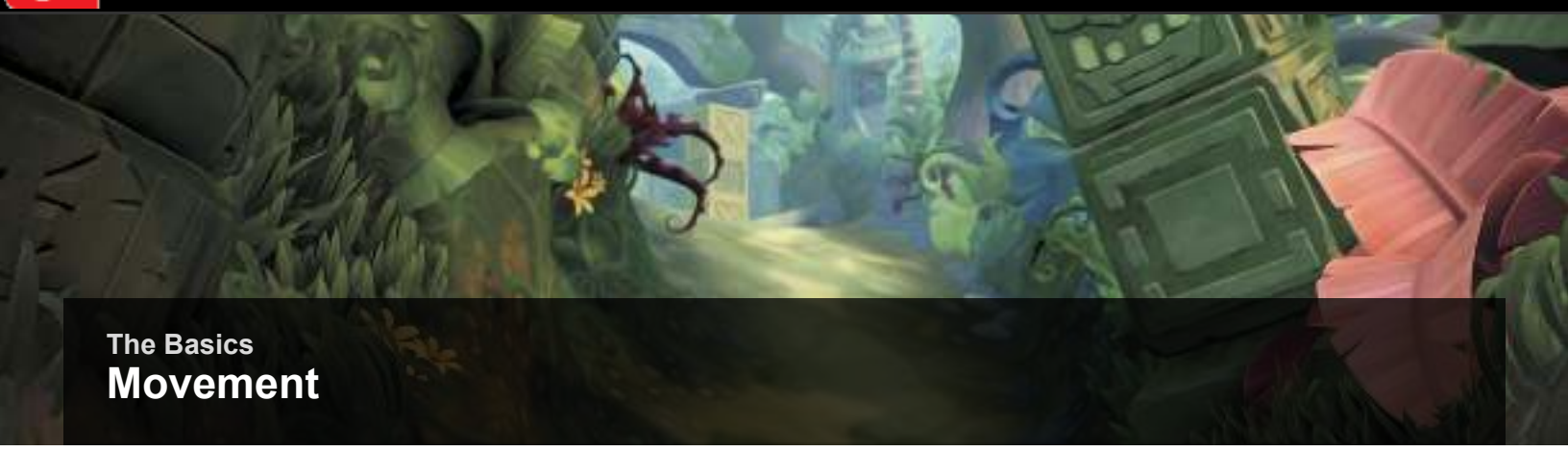
Who knows where Crashmania will take us in the future?



The Basics

Overview

In *Crash Bandicoot N. Sane Trilogy*, you take control of Crash on his quest to conquer a vast number of levels. Later on, once you unlock her, you can choose to play some of the levels as Crash's sister, Coco. Some levels take the form of side-scrolling platforms, while others move along as Crash advances forward down a path or trail. During the course of the levels, Crash must cross gaps and defeat enemies while also completing requirements to earn gems. Though every level is different and each game entails new and unique features, there are several commonalities you need to know to be successful.



The Basics
Movement

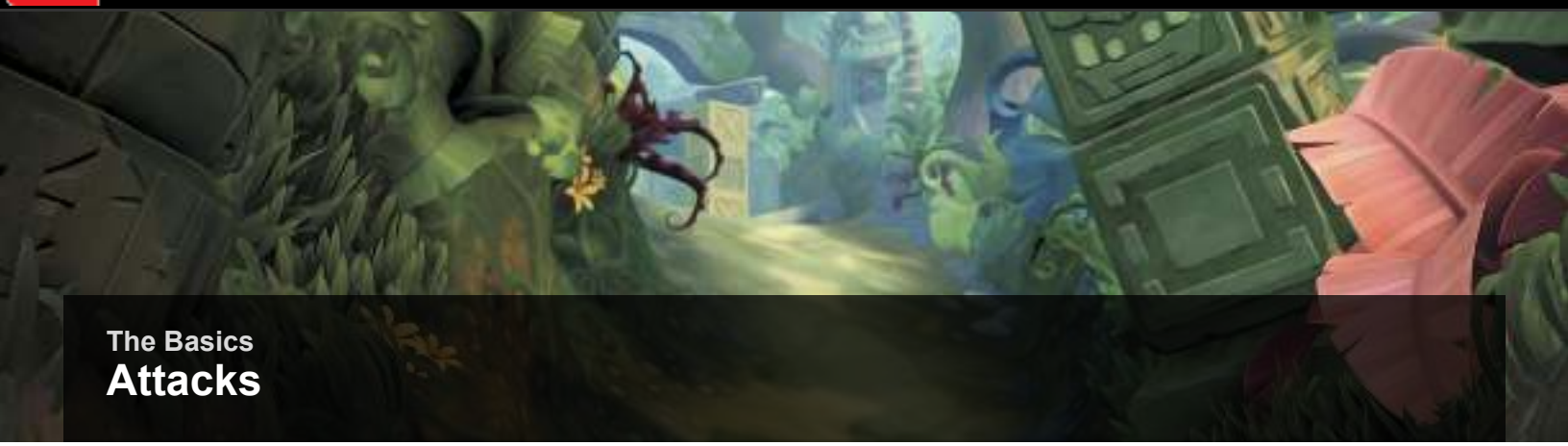
Walking, Running, and Sliding

Moving Crash, or Coco, around through the levels is the main activity. Unlike the original game, which just had a D-pad, Crash can now be moved with an analog stick. This gives you much more control. Not only can you choose to move any direction, you can also control Crash's speed. The farther you press the stick in a given direction, the faster Crash moves. At times you'll press the stick all the way, such as when running away from pursuers. At other times, when you're inching toward an edge, a tap on the stick is enough.

When playing *Crash Bandicoot 2: Cortex Strikes Back* and *Crash Bandicoot 3: Warped*, you gain more movement options. Pressing the Action button causes Crash to crouch. Use this to duck. If you move while crouched, Crash crawls, which is great for getting into low areas. Crash can also slide to get under obstacles more quickly. Run and press the Action button to begin a slide.

Jumping

Crash also does a lot of jumping. While jumping is simple—press the Jump button—controlling a jump is more complex. Running and then jumping causes Crash to jump farther. While Crash is in the air, use the analog stick to move so you hit a target or land exactly where you want. The second and third games allow for more advanced jumps. Press the Action button to crouch, then jump for a higher jump. This is great for breaking boxes up high. To jump farther, press the Action button while running to slide, and then while sliding, press the Jump button to cross longer gaps.



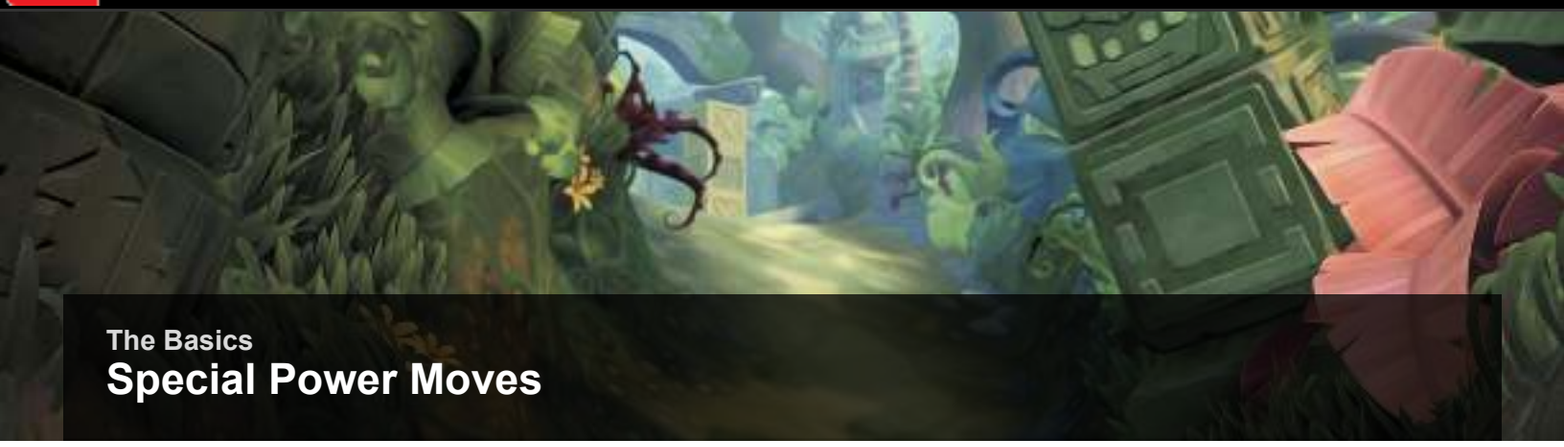
The Basics

Attacks

They don't call him Crash for nothing. In every level you must destroy boxes, and many enemies need to be defeated. The most basic attack is the spin attack. Press the Attack button, and Crash spins around with his arms out. This smashes most boxes and defeats most enemies. Combine it with a jump to hit boxes up high, or for a flying spin attack.

Jumping is another way to attack. Several enemies have no protection on top, so jump onto them to defeat them. Press the Action button while jumping to have Crash perform a Belly Flop (also called a Body Slam). This attack inflicts more damage and allows Crash to destroy stronger reinforced boxes.

The last attack uses the slide. Run toward an enemy and slide into them. This works as long as they don't have spikes or other pointy bits sticking out to the sides that can cause damage.



The Basics

Special Power Moves

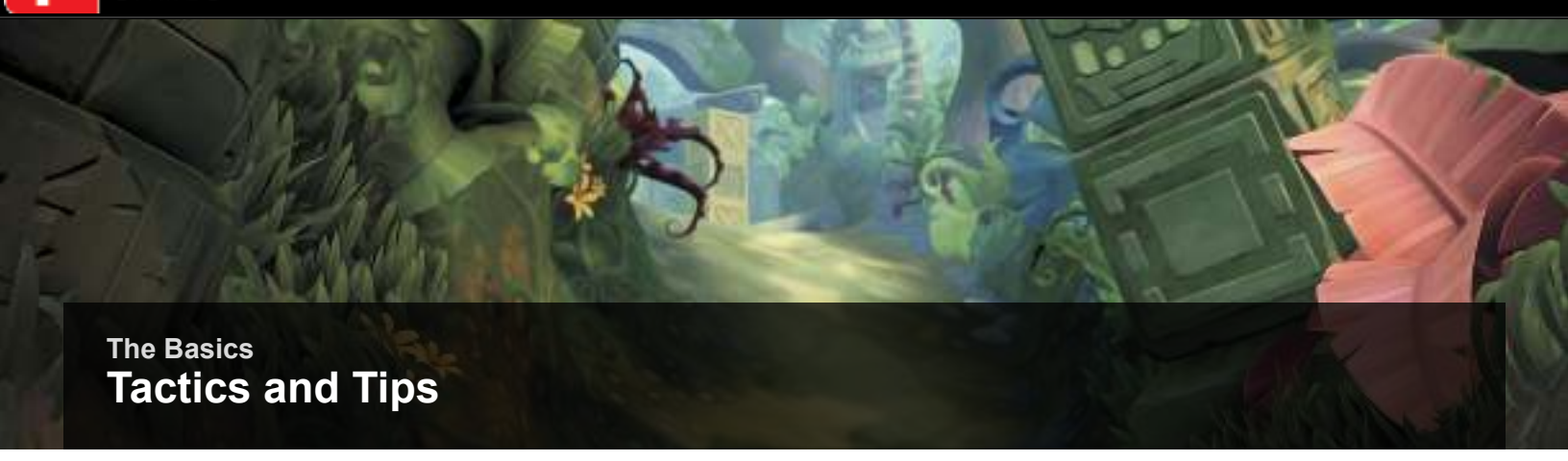
When you defeat Dr. Neo Cortex in the second and third games, you earn the Speed Shoes. These let you run faster—simply run and press another button. In the third game, you can also unlock special abilities as you defeat the other bosses.

Defeat Tiny Tiger for the Super Charged Body Slam. This is like the Belly Flop. Jump and press the Action button to drop with more destructive power.

After you defeat Dingodile, you earn the Double Jump. To perform this, jump into the air, then press Jump again to go higher and farther.

Defeat Dr. Nefarious Tropy for the Death Tornado. Press the Attack button rhythmically to keep Crash spinning around in a tornado. This is great for defeating several enemies in succession. If you're jumping when you begin a Death Tornado, Crash spins and glides, allowing you to travel farther during a jump.

You gain the Fruit Bazooka after beating Dr. Nitrus Gin. Use one button to aim and the Action button to fire the bazooka. This gives Crash a ranged attack.



The Basics
Tactics and Tips

Now that you know a bit about the different moves, attacks, and special abilities, take a look at how to put them all together to win the game.

Gathering Wumpa Fruit

There's fruit all over the various levels. You often get a piece of fruit when you smash a box, and if you hit a fruit box, you get several pieces. Why should you gather fruit? Two words—extra lives. Every time you pick up 100 fruit, you gain an extra life, and the fruit counter drops to zero. While it may seem like a lot of fruit for a single extra life, the fruit adds up. In most levels you can gain at least one, if not two extra lives just by collecting fruit. Be careful not to spin-attack when there's fruit around. A spin attack destroys fruit, and it doesn't get added to your inventory.

Aku Aku Masks

Most levels feature boxes with masks on them, called Aku Aku boxes. When you collect an Aku Aku Mask, it follows you around and absorbs damage. A single mask takes a damage point and disappears. If you collect two masks, the mask next to Crash becomes fiery orange. This allows you to take two damage points before it disappears. If you have the orange mask and grab a third mask, you become invincible for a short time. Crash wears the mask, and merely touching enemies or boxes destroys them. Even explosive boxes don't hurt him. When the invincibility wears off, your mask returns to the orange variation. Masks don't protect you from falling, but they work against traps, such as flames, and things that smash you, with the exception of giant boulders and other dangers that chase after you in some levels.

Bonus Stages

Most levels have at least one bonus stage; a few have two. These stages require you to break additional boxes needed to earn Clear Gems. Most offer extra lives as well. The nice thing about bonus stages is that if you die, you start it over without losing the extra lives. Before you leave, make sure you break all the boxes—you can't come back later during that playthrough.

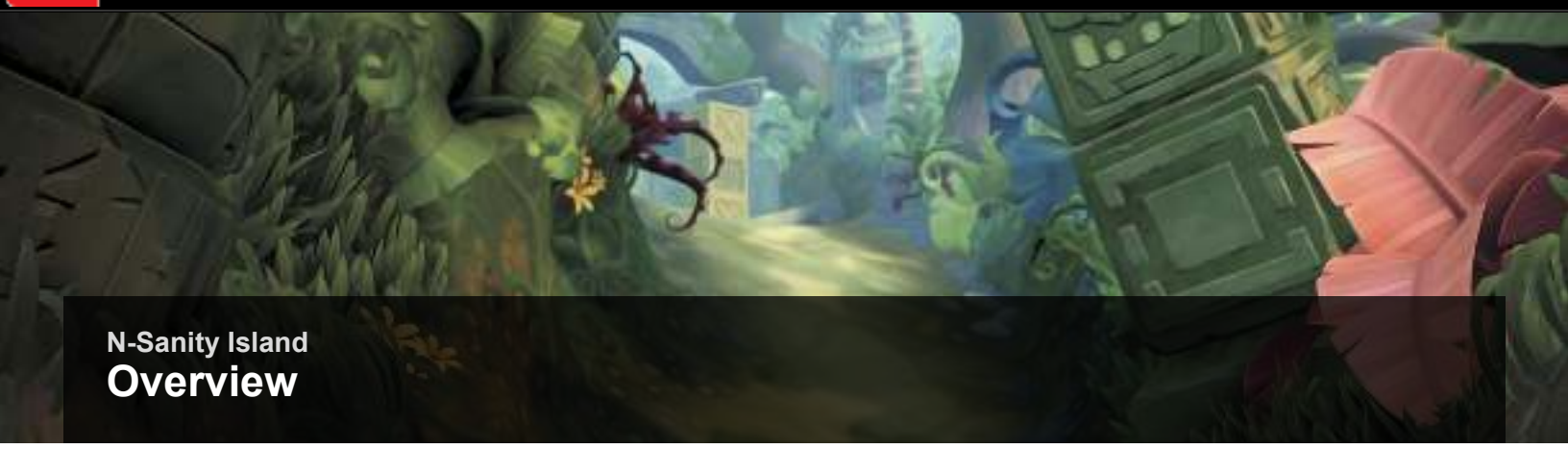
Look for Patterns

Many levels have puzzle-like features. Unless you're in a stage or level that prevents you from taking your time, such as when a giant boulder is chasing you, don't feel rushed. Before you jump into a situation, look around to figure out the best time to jump, and where to land. In some places, timing is crucial. For example, when preparing to jump across several platforms that extend and retract, get the rhythm down so you land while each platform is extended. The same goes for traps and other challenges. Be mindful of when moving ahead is safe and when it's dangerous.

Time Trials

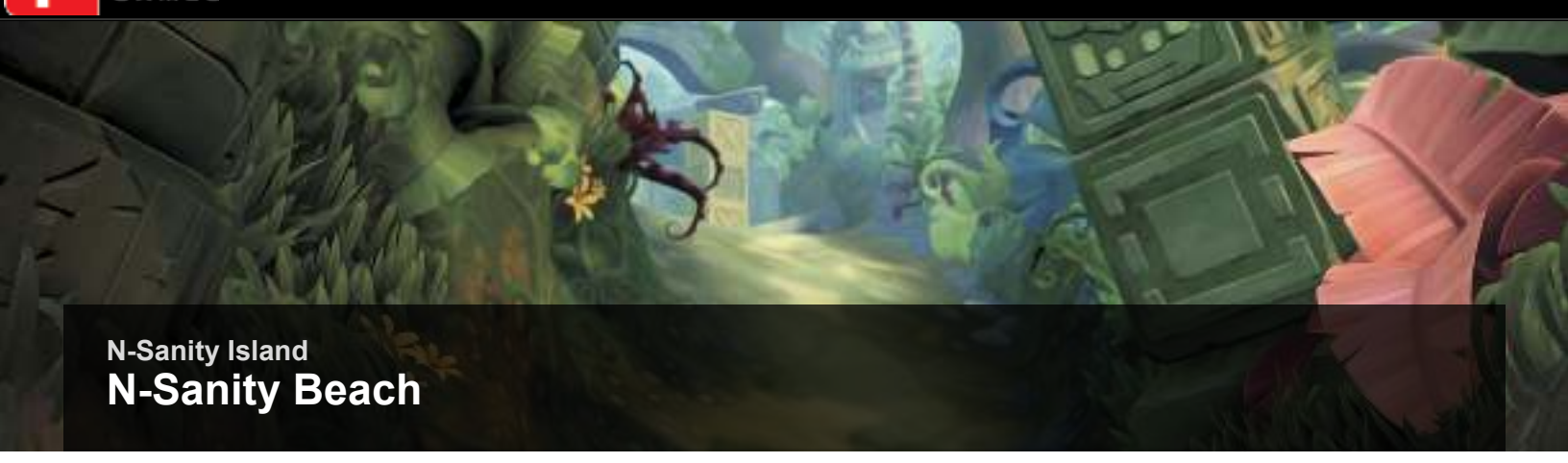
Once you complete a level, whether or not you earn a gem, you unlock the time trial for that level. The goal of these trials is to get from start to finish as fast as you can. You don't have to break a single box. However, there are yellow time boxes with red numbers. When you hit one of these, the clock stops for that number of seconds. Your times can earn you three levels of relics: sapphire, gold, and platinum. Earning the gold and platinum relics is tough. In the second and third games, you get Speed Shoes when you defeat the final boss, Dr. Neo Cortex. In addition, there are several special abilities you obtain in the third game when you beat the bosses. The Speed Shoes and some of the other abilities make it easier to get through these time trials, so consider waiting until you have some extra help before seriously attempting them.

Another tip to decrease your time is to avoid enemies or jump over them, instead of attacking. Once you get the Death Tornado, use it to glide farther over jumps, and to jump over threats or traps. Finally, skip all of the secret and bonus stages (with a few exceptions, which save time). You don't need them for the time trials. Focus on reaching the end as fast as you can.



N-Sanity Island
Overview

When you first start the game, Crash finds himself on N-Sanity Island. This island has eight levels, as well as one boss you must defeat. The levels start out easy and get progressively more difficult.



N-Sanity Island
N-Sanity Beach

Rewards: Clear Gem—destroy all 49 boxes.

This first level of the game gives you a chance to learn some of the moves and get used to the basic challenges and obstacles you face later on. Jump on the boxes of Wumpa fruit to start collecting them.

Collect 100 Wumpa fruit for an extra life. Don't forget to smash the box with the "?"—sometimes these contain an extra life—then head from the beach into the jungle of Wumpa Island.

The first enemy you face is a crab. Defeat it by jumping on top of it or by hitting it with a spin attack, then jump over the chasm. Don't fall in, or you lose one of your lives. On the other side of the chasm, break open the box to pick up the first Aku Aku Mask.

Continue down the path until you come across a box with an arrow pointing up. Don't spin-attack it; you can bounce on these boxes. Jump onto it and bounce up to hit a higher box filled with Wumpa fruit. Keep bouncing until you get all the Wumpa fruit and the floating box is destroyed. Then spin-attack the arrow box. Get past a couple of crabs and over two chasms to reach the temple steps.

Tip

Aku Aku Masks protect you. If you hit an enemy while carrying one, you lose the mask but don't lose a life. Collect three masks, and Crash becomes invincible for a short amount of time. During this period of invincibility, you can defeat enemies by running into them. However, if you fall into a chasm, you lose a life, mask or not.

Jump up the steps of the temple, smashing boxes as you go, including another Aku Aku box. When you reach the top, hit the box with a "C" to save your progress at the checkpoint. If you die, you start back at this point instead of at the beginning. There's another Aku Aku box. Collect the third mask, and you become temporarily invincible if you haven't taken any damage and lost a mask.

You now face turtles. If you jump on them, they flip over for a short time and then turn back over and keep moving. Hit them with a spin attack to defeat them. However, if you're invincible via the Aku Aku Mask, simply run into them as you rush through the jungle path. Don't forget to jump over the chasms!

When you come to a fork, take the path to the right. You eventually reach a chasm too wide to jump across. Hit the box on the left side of the trail, and a bridge of boxes appears. This is the toughest part of the level. You need to smash all the boxes without falling into the chasm if you want to earn a Clear Gem. Jump onto the first and move forward a bit each time to land on the next box. One of the boxes has an extra life. This takes some practice, so you may have to do it several times before you get it right. Luckily the checkpoint isn't too far away.

After getting across the bridge of boxes, keep going down the trail. When you reach the point near the end where the two trails converge, go back down the left trail to pick up two remaining boxes so you can get all 49. Now head back up the trail and jump across the last chasm. If you got all of the boxes, a Clear Gem is waiting for you. Collect the gem and jump onto the teleport platform to end the level.

Time Trial

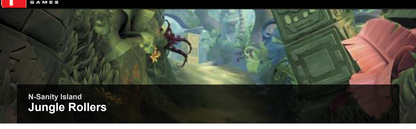
Time Requirements

Sapphire: 0:34:00

Gold: 0:28:26

Platinum: 0:25:76

This is a short level, but you must get through it with few errors to obtain a relic. Jump on the arrow box for a three-second yellow time box that stops the clock. It's important to grab all three masks, so that when you reach the turtles, you can plow right through them. Take the right path at the fork to save some time.



N-Sanity Island

Jungle Rollers

Rewards: Clear Gem—destroy all 43 boxes (Green Gem is required for three of the boxes).

In this level, you face two new enemies: carnivorous plants and skunks. The plants eat you if you get too close, and the skunks move down the path toward you quickly. Time your jumps or attacks to hit them before they get you. There are also explosive TNT boxes. Jump on them to start a countdown. Don't spin-attack these boxes, or they blow up instantly and cause you to lose a life or a mask.

At the start, jump on the arrow box to retrieve Wumpa fruit from a box above. Pick up an Aku Aku Mask and then jump on the TNT box. You must destroy these TNT boxes to earn the gem at the end. Continue down the path, defeating skunks and plants as you go.

Award

The carnivorous plants are deadly. However, don't worry if you get eaten one time; you actually earn the "Feeed Meeeee!" award. You only get the award the first time, so don't make a habit of becoming plant food.

There's also a new obstacle to get past in this level. Rolling stone wheels move back and forth across the jungle path. Don't let them hit you! Wait until one rolls past, then jump over the track before it returns. This takes careful timing; once you get past a few, you learn when to jump.

After passing the first rolling stone, smash a box to get the first Tawna icon. Collect three of these to unlock a bonus stage in this level. Continue on down the path, defeating enemies and passing obstacles. There's a tough section where a series of chasms and rolling stones are right next to each other. Be careful, as you jump over a stone track, that you don't go too far forward and fall into the chasm.

Past a track with two rolling stones, you come across the checkpoint. Once you collect a Green Gem from a later level, return here to activate an elevator that takes you to three more boxes. For now, just keep going. Pick up another Tawna icon from a box in between two tracks of rolling stones.

Green Gem Path

Three of the boxes needed to complete this level and obtain the Clear Gem require the Green Gem. It can be earned by completing the Lost City level without losing a life. Once you have the Green Gem, return to this level. Jump onto the portal and ride it up to an iron arrow box. Jump on it to reach two more iron boxes. From there, jump up and clear out the three boxes, each of which contains an extra life!

There's a Crash box sandwiched between TNT boxes. Be careful not to lose a life trying to get the extra one. Stand next to the stack of boxes and jump. Spin-attack when you're at the level of the Crash box, then get away since the TNT starts counting down when the top one drops onto the bottom one.

The third Tawna icon is near a round platform. Collect it to activate the platform. Jump onto it to reach the bonus stage.

Tawna Bonus Stage

When you enter this stage for the first time, you get an award: "That's What Those Do!" There are five boxes to destroy here. Jump on the boxes of Wumpa fruit, then get the extra life here. Finally, jump to the platform where Tawna is waiting. Unfortunately, Dr. Neo Cortex whisks her away, so jump onto the teleport platform to return to the level.

Near the end of the path, after you get the Crash box, there are two rolling stones with a chasm on either side of the track. Time it so you jump over the first chasm, land on the track, and jump across the second chasm before the stones hit you. Then continue to the end. Jump onto the platform to exit the level.

Time Trial

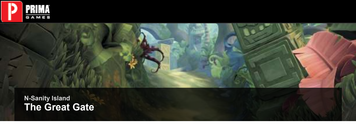
Time Requirements

Sapphire: 1:03:00

Gold: 0:48:12

Platinum: 0:46:89

You have more time to get through this longer level. They key is to break all the yellow time boxes—all of them are along your path. Also take care to grab the Aku Aku Masks, including the one before you start the clock, so that if you do get hit, you can keep going. Use carefully timed spin attacks to take out enemies. Look ahead to spot the rolling stones and move right or left, depending on which way they're rolling, so you don't have to stop at them.



N-Sanity Island

The Great Gate

Rewards: Clear Gem—break all 38 boxes (Yellow Gem required for eight of the boxes).

This level is a bit different from the previous two. Instead of moving down a path, you must climb up a large gate and move across elevated platforms without falling. There are some new challenges as well.

The gate blocks your path. Since you can't go through it, go over it. Smash the boxes, then jump on the iron arrow box to bounce up. Press the Jump button as you hit the top of an iron arrow box to bounce higher. Bounce up to a pair of iron arrow boxes and use them to get to the next one. Finally, bounce up onto a wooden platform.

Don't use the spin attack on the platform boxes, or you won't be able to get the mask. Instead, jump onto them so you can jump up to get the Aku Aku box. Continue to the right and watch out for a turtle. Jump across to another platform, where you find a second turtle and a carnivorous plant. Keep going right. When you find a wooden box between two iron boxes, hit the wooden box to get the first Tawna icon, then time your jump to avoid the bouncing iron box. If it hits you, it deals damage or takes away a life.

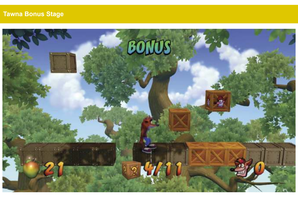
As you head right, you run into your first monkey. Watch for it to drop into a ball and roll toward you. Jump over it and use a spin attack to defeat it once it stops moving and stands up. Keep going to the right until you can go no farther. There's a small wooden platform in a vertical position. Jump up and hit it from below to rotate it horizontally. Jump on the platform to the right, then jump across to the rotatable platform to the left where an iron arrow box bounces you higher. The rotating platform only stays horizontal for a short time, so don't delay. Continue bouncing up on iron arrow boxes until you reach the platform with the checkpoint box.

Head left. Jump on the back of a turtle to get to a high box you can't otherwise reach. Eventually you come to some spiky poles—they either push up from below or drop from above. Before they move, they shake a bit, so use that as a warning. Getting through them is a matter of timing. After the first set of poles, smash some boxes to find the second Tawna icon.

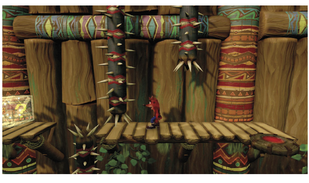
Next, you face a tribesman. He can't hurt you by touching you, but he can push you off the platform. As soon as you move onto a platform with him, he maneuvers toward you to push you with his shield. Jump over him, and he puts the shield over himself to prevent you from jumping on him. This is your chance to hit him with a spin attack from the side. As you continue to the left, you move along some slippery platforms. When you land on them, you slide down the slope. Move in the opposite direction to stop the slide.

Get past challenges until you come across more spiky poles. You also have to time jumping over flames that shoot up. Wait until a flame goes down, then jump over it. The third Tawna icon is in a box near the portal. Pick it up and enter the portal to grab some extra lives.

Tawna Bonus Stage



This bonus stage has 11 boxes to destroy. Remember, you don't lose lives in these bonus stages and you can attempt them as many times as needed. Jump across to the right, then onto the lower box of Wumpa fruit. Bounce up and down to get all the Wumpa fruit before dropping onto the red TNT box. Quickly move to the right to avoid the explosion, then continue right. A few boxes make a bridge, so jump on each to smash it without falling. Continue to the end platform to score two more extra lives.



Finally, move to the left and avoid more spiky poles to reach the end of the level. After earning the Yellow Gem in a later level, you can access a secret area where you find the remaining boxes. For now, jump onto the portal to exit the level.

Yellow Gem Path

You need the Yellow Gem to access a secret area in this level. It can be earned in the Lab level near the end of the game. Once you have this gem, step onto the portal and let it lift you over the end portal to the rest of the Great Gate. Head up a vertical stage, then move right along a horizontal stage. Look for an arrow box. Adjust so you jump over the wall at a flat spot, bypassing several threats. Finally, traverse another vertical level with the last box and an exit portal. In order to break every box, use the back entrance and backtrack to break the arrow box.

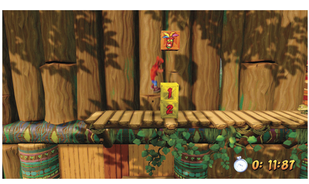
Time Trial

Time Requirements

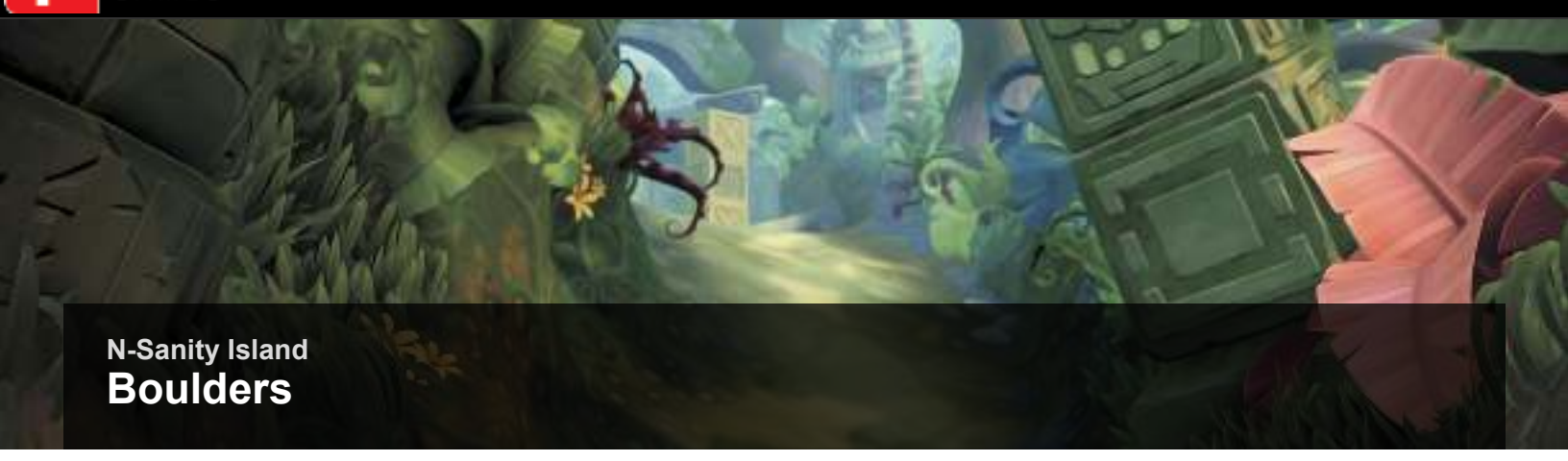
Sapphire: 1:05:00

Gold: 0:53:29

Platinum: 0:48:07



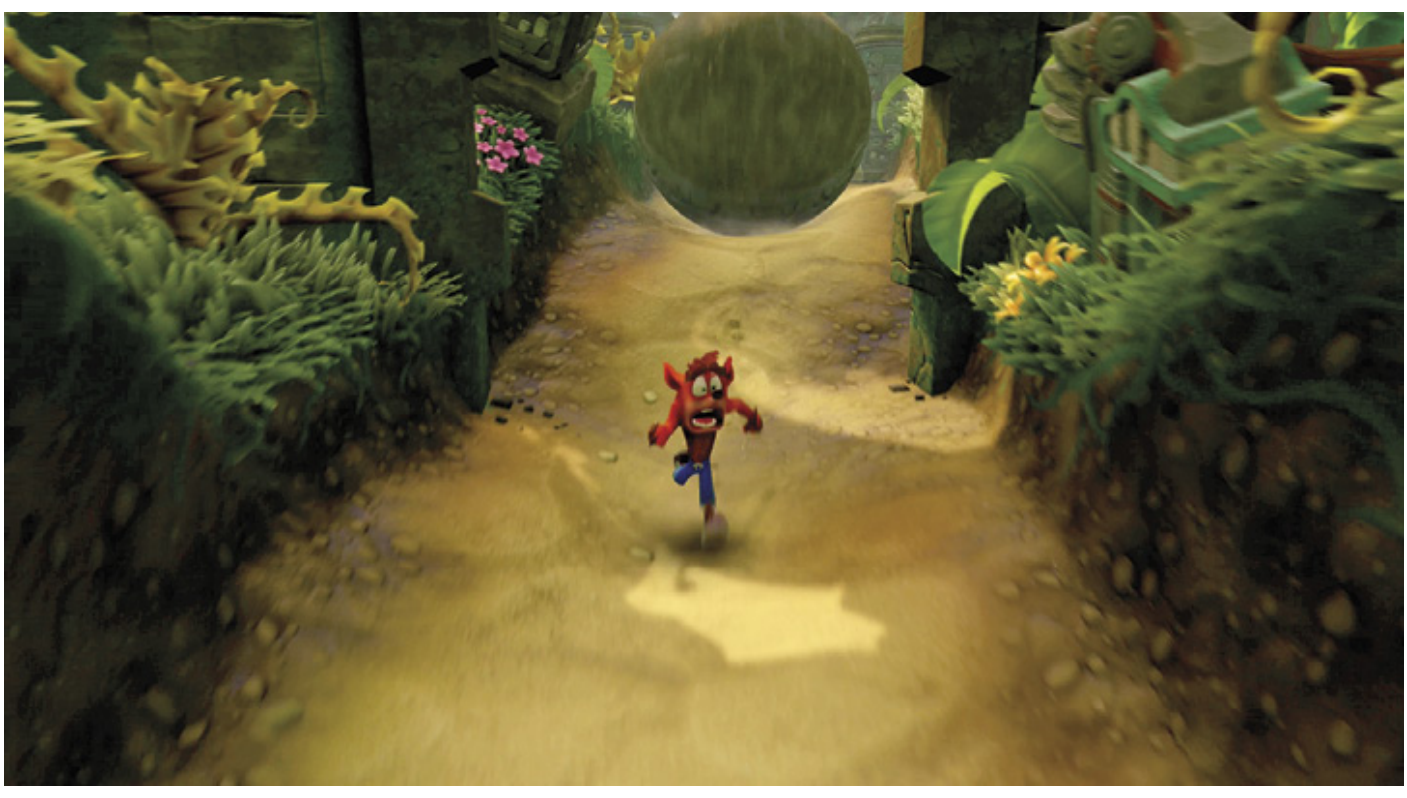
As with all time trials, the key is to keep moving. Have your spin attacks timed just right to quickly get enemies out of your way. The vertical stage can easily add extra seconds—practice to learn exactly where to jump so you land on the next arrow box. Finally, as you rush toward the end, make sure you can get over the tribesmen with a single attempt. If you keep moving, you can pass most of the spiky poles without stopping.



N-Sanity Island
Boulders

Rewards: Clear Gem—smash all 16 boxes.

Boulders offers yet another type of level. You run along a path, but Crash moves toward you rather than away. Also, there's a giant boulder rolling after you. There's no time to think—run and jump, or you're a Crash pancake.



Things are nice and peaceful at the start; pick up some Wumpa fruit and smash some boxes. However, as soon as you pass through the first archway, the boulder begins rolling toward you. Chasms come up quickly as you run, so always be ready to jump. Once you make it to another archway, catch your breath and smash boxes. Then, once you're ready to continue, leave the archway and start running.

As you pass through a tree trunk, don't slow down—it's not an archway, and the boulder keeps coming. Now you must jump over fences of wooden slats. You can run through them, but this slows you down and lets the boulder gain distance on you. Two boxes are out on the path in this area. As you jump over fences, be ready to spin-attack the boxes to get them.

Once you reach the next archway, there's a checkpoint. Smash more boxes here, then get ready for the rest of the level. The chasms in this next section are wide, but there are pillars you can jump onto in the middle that help you get across. Stay centered when you jump across a chasm so you can land on the pillars.

During this stage, you must also run around wooden stakes in the ground; crashing through them slows you down. Look for the last two boxes while you run. Spin-attack them as you go to break them and keep out in front of that boulder.

The last part of this level has you crossing chasms with two and then three pillars in the middle. This gets tricky since you must jump at the last moment in order to reach the next pillar or the edge of the chasm. The third pillar is crucial since you jump from it to the end of the level, where a Clear Gem waits if you smashed all 16 boxes.

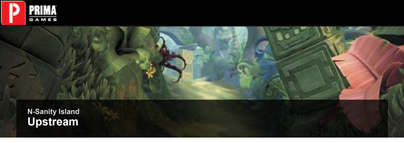
Time Trial

Time Requirements

Sapphire: 1:04:00

Gold: 0:49:44

Platinum: 0:47:48



N-Sanity Island

Upstream

Rewards: Clear Gem—destroy all 36 boxes (Orange Gem required for three of the boxes).

Crash is in the middle of a river. You must jump onto logs, leaves, and even carnivorous plants to get to the end. Don't fall into the water, or you'll lose a life.

Though you need to head up the screen to reach the end of the level, head downstream to smash an Aku Aku box at the start. Then jump from the log to a small island, then onto a lily pad. Don't stay on these too long, or they sink into the water. Be sure to pick up the first Tawna icon from a box on a stone platform.

Watch out for jumping piranha. They hurt you if they hit you. Wait for them to drop back into the river, then jump past them. Eventually you reach a leaf that moves back and forth. Wait for it to approach, then jump to it. Ride it until it gets close enough to a log for you to jump across. Keep jumping your way upstream, collecting Wumpa fruit and smashing boxes as you go.

Climb up a slippery log to reach the checkpoint box at the top of a waterfall. From there, keep going until you find a TNT box. There's a Crash box with an extra life on top of it. Jump up next to it and perform a spin attack to release the life. However, jumping onto the TNT box activates the explosive, so jump forward onto a carnivorous plant. The red ones start to close shortly after you jump onto them, so jump off quickly and onto the next dry spot, where you find the second Tawna icon.

After jumping across a series of leaves and lily pads, you come to a purple carnivorous plant. These close periodically on their own, so wait for them to close and open again, then jump on and off before they close and take away one of your lives. As you walk up another log to a second checkpoint at the top of a waterfall, you see several portals below. You need the Orange Gem to activate these portals.

Orange Gem Path

Even if you clear out all the boxes in this level during your first attempt, you end up short. To get them all, you need the Orange Gem, which can be earned during the Generator Room level on the third island. With this gem, several round platforms appear underneath a waterfall. Jump down and go under the log to find some hidden boxes.

Get past more hungry plants after using the checkpoint to find a box with the third Tawna icon. Collect it to activate the nearby portal, and jump into a bonus stage.

Tawna Bonus Stage

There are 22 boxes in this bonus stage, all located in stacks between iron boxes. You must jump on them and avoid falling through the openings. If you can't jump onto a tall stack of boxes, use spin attacks to knock out lower boxes so you can get up to the top ones. Once you reach the end, two boxes of extra lives await you.

After returning to the level, continue upstream by riding a leaf, and jump to the final platform where the portal awaits.

Time Trial

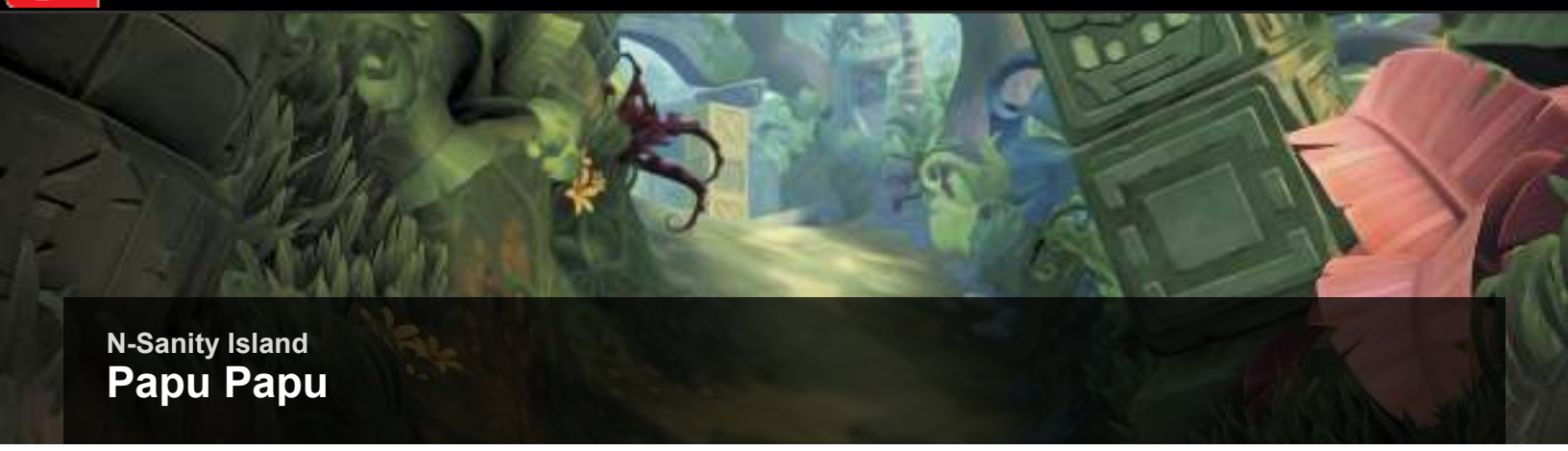
Time Requirements

Sapphire: 1:03.00

Gold: 0:49.95

Platinum: 0:46.51

This level requires careful jumps; rushing for time can lead to mistakes. Practice to make it through with few pauses. The only time you may have to wait is while riding a leaf. Watch out for jumping piranhas—moving quickly, you're more likely to run into them. Use spin attacks to take them out as you pass them, rather than slowing down or stopping to let them pass.



N-Sanity Island

Papu Papu

Crash must face the first boss in battle. Papu Papu is slow but powerful. He has two attacks. First, he raises his staff and tries to smash you with it. When you see him getting ready to hit you, move to one side or the other to avoid the blow.

Then he spins around and tries to hit you with the staff. Be ready to jump over the staff as it comes around. Papu Papu usually makes three rotations and then tries to hit you wherever you stand.

To defeat Papu Papu, you must land five hits. Spin attacks don't hurt him, so jump on him. If you move quickly, you can get in a hit before he takes his first swing at you.

N.Sanity Island
Rolling Stones

Rewards: Clear Gem—smash all 87 boxes (Blue Gem required for six of the boxes).

Near the start is a wall of 12 boxes. Perform a spin attack to knock down some so you can get up to jump on top of them. Be careful not to spin-attack the Wumpa fruit, or you'll destroy them rather than collect them. The first Tawna icon is located just after you pass the first rolling stone. Retrieve the mask nearby as well.

There are several spots where two stones roll back and forth along the same track. Time your jumps across without getting hit. Use the arrow box here to get the Wumpa fruit in the floating box. Keep jumping, and once the Wumpa fruit are gone, you get the first Nitrus Brio icon. Continue on to the checkpoint.

Past the checkpoint, you find an Aku Aku box. However, it's sandwiched between two explosive TNT boxes. Jump up and perform a spin attack while next to the stack of boxes to get the mask. Then move away before the TNT boxes explode.

As you approach this cluster of nine boxes, you must jump across a rolling stone track. Jump onto the track and then across the chasm on the other side. If you're rushing, you may not see the chasm until it's too late and you fall into it. To get the goods inside the brown boxes, jump on them while avoiding the TNT boxes. By doing this, you get the second Nitrus Brio icon as well as an extra life. Keep going to the next checkpoint.

Now you must cross chasms by jumping across pillars. Some of these pillars move, so aim your jumps carefully and watch for chasms located directly after rolling stone tracks. You find a box with the second Tawna icon as you progress through this area. Keep going to find the third Tawna icon near the Tawna portal. Jump onto the portal to enter the bonus stage.

Continue past a bluish portal. You need a Blue Gem to activate it and reach a secret area.

Blue Gem Path

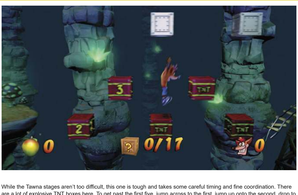
To get all of the boxes in this level, you need the Blue Gem. Earn it during the Toxic Waste level on the last island. Once you do, come back and find a platform shortly after the Tawna portal—it takes you down into a cave where six boxes are hidden away. Smash them, then ride the platform back up to finish the level.

Tawna Bonus Stage

There are 21 boxes in this bonus stage. Several are up in the air, so jump on top of them from one to the next to destroy them all. Be careful not to fall and exit the stage early. There's only one extra life here, but you can get a lot of Wumpa fruit.

Eventually you come to a box near the Nitrus Brio portal. Smash the crate to get the third icon and enter a second bonus stage in this level.

Nitrus Brio Bonus Stage



While the Tawna stages aren't too difficult, this one is tough and takes some careful timing and fine coordination. There are a lot of explosive TNT boxes here. To get past the first five, jump across to the first, jump up onto the second, drop to the third, jump up to the fourth, then drop to the fifth. Quickly jump across to the iron boxes to avoid being blown up, since jumping on these boxes starts the countdown. Pick up three extra lives, then jump across to the next area where there are more TNT boxes. Jump and spin-attack the brown box on top of the first TNT box, then jump back to the platform on the left to avoid the explosions. Once the dust clears, jump to the right again. Finally, jump across three boxes, smashing each one in turn to net three more extra lives. If you do it right, you leave here with six extra lives total! However, reaching the end alive may take several attempts.

Crash must now traverse a series of rolling stones and pillars. Continue to the last portal where you exit the level.

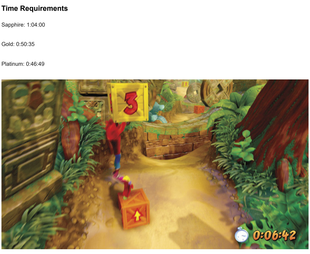
Time Trial

Time Requirements

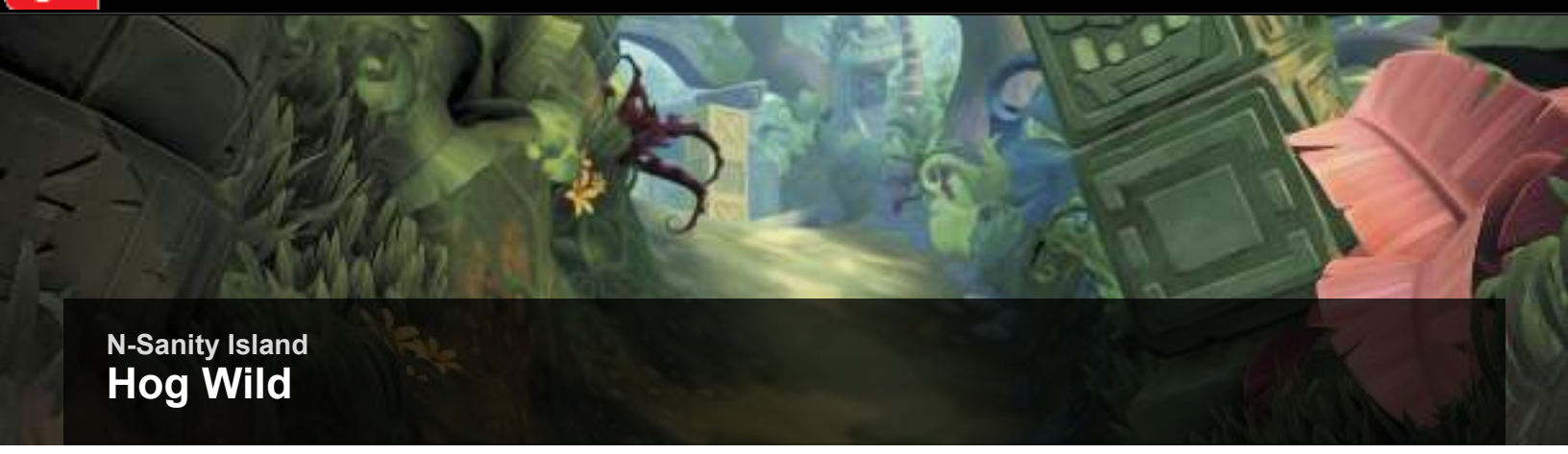
Sapphire: 1:04.00

Gold: 0:50.35

Platinum: 0:46.49



This is a straightforward run through the level. The key is to hit all of the yellow time boxes to stop the clock, and pick up all three masks. Once you're invulnerable, you can run right through without worrying about being hit. You still need to make all the jumps, though.



N-Sanity Island
Hog Wild

Rewards: Clear Gem—smash all 24 boxes.

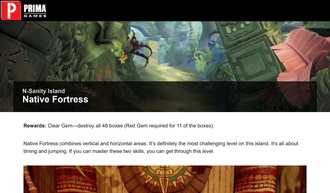
Here, Crash gets to ride a wild hog through a village. You can't control the speed, only right and left movement, plus you can jump. Success in this level requires that you learn the course and what to do for certain challenges. The first phase is the easiest. You start off by jumping over chasms and dodging or jumping over spiky poles. Move right or left to smash boxes along the way. Keep going until you reach the first checkpoint.

Now the level gets tougher. In addition to dodging spiky poles, you must dodge tribesmen as well. They move back and forth across the path. When you see the first one, move to the right to avoid getting hit. Pass the second tribesman on the left side.

There are some wide chasms coming up. Luckily drums have been placed to help you. Jump onto the drum and jump as you hit it to soar over the chasms. Pass the next tribesman on the right. Jump over a spiky pole and crash through the second checkpoint.

There are two more tribesmen ahead. Pass by the first on the right and the second on the left. Then you have to really maneuver to hit all of the boxes. Instead of aiming directly for them, nudge them to break them while staying as close to the center of the path as possible. If you go too far to one side, you won't be able to get back to the other side for the next box.

Dodge the next tribesman by passing on the right. Now you have roasting pigs to avoid. Jump over the first one that blocks your path. Stay low for the second roaster, and you'll go right under it. Jump over the third.



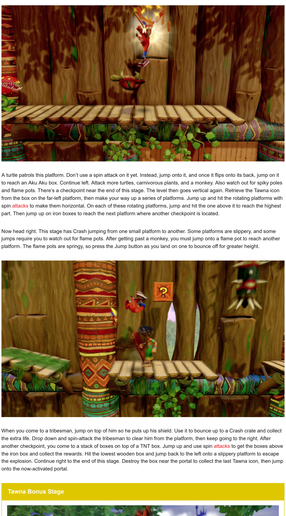
N-Sanity Island

Native Fortress

Rewards: Clear Gem—destroy all 48 boxes (Red Gem required for 11 of the boxes).

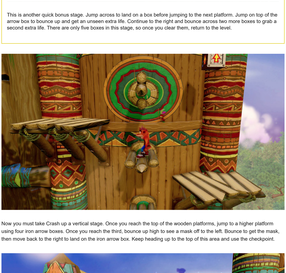
Native Fortress combines vertical and horizontal areas. It's definitely the most challenging level on this island. It's all about timing and jumping. If you can master these two skills, you can get through this level.

At the start, you have some boxes near you. Smash them to collect Wumpa fruit as well as the first Tawna icon, then jump onto the iron arrow box and bounce your way up to a second iron box. Press the Jump button as you land on these boxes in order to bounce higher. Get all the way up to a wooden platform.



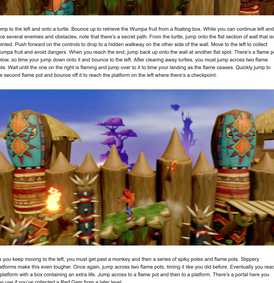
A turtle patrols this platform. Don't use a spin attack on it yet. Instead, jump onto it, and once it flips onto its back, jump on it to reach an Aku Aku box. Continue left. Attack more turtles, carnivorous plants, and a monkey. Also watch out for spiky poles and flame pots. There's a checkpoint near the end of this stage. The level then goes vertical again. Retrieve the Tawna icon from the box on the far-left platform, then make your way up a series of platforms. Jump up and hit the rotating platforms with spin attacks to make them horizontal. On each of these rotating platforms, jump and hit the one above it to reach the highest part. Then jump up on iron boxes to reach the next platform where another checkpoint is located.

Now head right. This stage has Crash jumping from one small platform to another. Some platforms are slippery, and some jumps require you to watch out for flame pots. After getting past a monkey, you must jump onto a flame pot to reach another platform. The flame pots are springy, so press the Jump button as you land on one to bounce off for greater height.



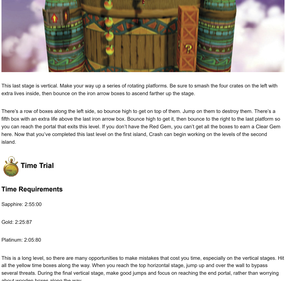
When you come to a tribesman, jump on top of him so he puts up his shield. Use it to bounce up to a Crash crate and collect the extra life. Drop down and spin-attack the tribesman to clear him from the platform, then keep going to the right. After another checkpoint, you come to a stack of boxes on top of a TNT box. Jump up and use spin attacks to get the boxes above the iron box and collect the rewards. Hit the lowest wooden box and jump back to the left onto a slippery platform to escape the explosion. Continue right to the end of this stage. Destroy the box near the portal to collect the last Tawna icon, then jump onto the now-activated portal.

Tawna Bonus Stage



This is another quick bonus stage. Jump across to land on a box before jumping to the next platform. Jump on top of the arrow box to bounce up and get an unseen extra life. Continue to the right and bounce across two more boxes to grab a second extra life. There are only five boxes in this stage, so once you clear them, return to the level.

Now you must take Crash up a vertical stage. Once you reach the top of the wooden platforms, jump to a higher platform using four iron arrow boxes. Once you reach the third, bounce up high to see a mask off to the left. Bounce to get the mask, then move back to the right to land on the iron arrow box. Keep heading up to the top of this area and use the checkpoint.



Jump to the left and onto a turtle. Bounce up to retrieve the Wumpa fruit from a floating box. While you can continue left and face several enemies and obstacles, note that there's a secret path. From the turtle, jump onto the flat section of wall that isn't pointed. Push forward on the controls to drop to a hidden walkway on the other side of the wall. Move to the left to collect Wumpa fruit and avoid dangers. When you reach the end, jump back up onto the wall at another flat spot. There's a flame pot below, so time your jump down onto it and bounce to the left. After clearing away turtles, you must jump across two flame pots. Wait until the one on the right is flaming and jump over to it to time your landing as the flame ceases. Quickly jump to the second flame pot and bounce off it to reach the platform on the left where there's a checkpoint.

As you keep moving to the left, you must get past a monkey and then a series of spiky poles and flame pots. Slippery platforms make this even tougher. Once again, jump across two flame pots, timing it like you did before. Eventually you reach a platform with a box containing an extra life. Jump across to a flame pot and then to a platform. There's a portal here you can use if you've collected a Red Gem from a later level.

Red Gem Path

Quite a few boxes are located in a secret section of this level. To obtain them, you must earn the Red Gem from the Slippery Climb level on the third island. Toward the end of the upper horizontal stage, jump onto a red platform and ride it to an iron arrow box. Jump up to a stage where you must walk on clouds. Advance to the right and smash boxes along the way. Finally, jump on an iron arrow box to smash a stack of boxes floating above you. In addition to the boxes, you can grab a lot of Wumpa fruit here. Ride the red platform back down to finish the level.

Probably one of the toughest spots is where you jump across three flame pots in a row. There's no way you can traverse all three without getting burned. However, there's a secret here. Jump across to the second flame pot, then up onto the wall where there's a flat spot. Drop down on the other side for a hidden extra life, then get back up onto the wall. Drop onto the second flame pot as it's dying down, then quickly jump to the flame pot on the left. Bounce from this one to the wooden platform on the left. Once you get past these three flame pots, you don't have to worry about dying for the rest of the level.

This last stage is vertical. Make your way up a series of rotating platforms. Be sure to smash the four crates on the left with extra lives inside, then bounce on the iron arrow boxes to ascend farther up the stage.

There's a row of boxes along the left side, so bounce high to get on top of them. Jump on them to destroy them. There's a fifth box with an extra life above the last iron arrow box. Bounce high to get it, then bounce to the right to the last platform so you can reach the portal that exits this level. If you don't have the Red Gem, you can't get all the boxes to earn a Clear Gem here. Now that you've completed this last level on the first island, Crash can begin working on the levels of the second island.

Time Trial

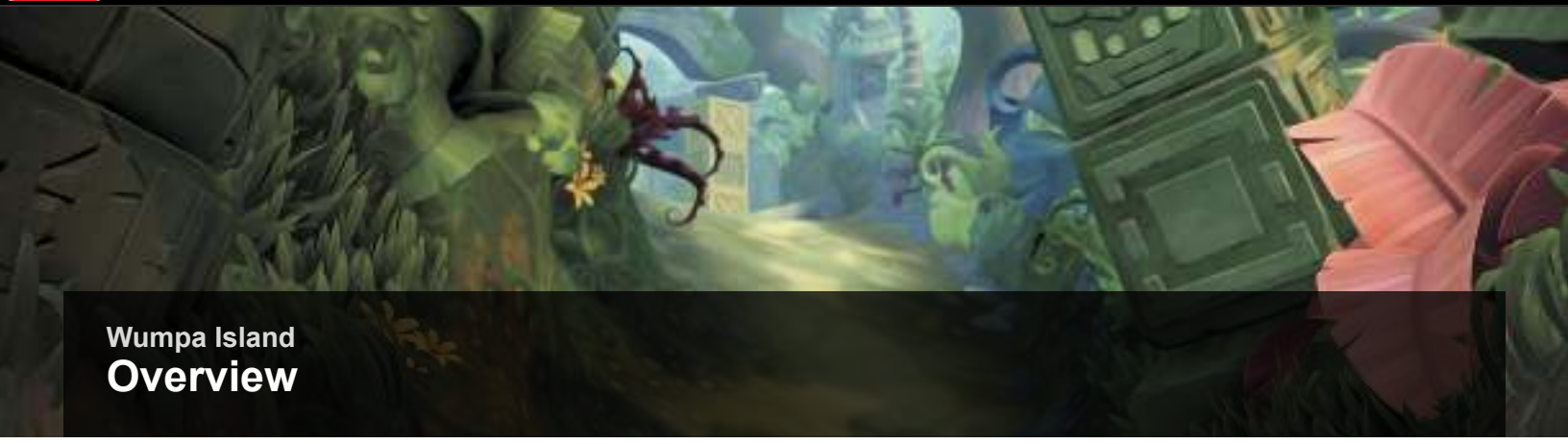
Time Requirements

Sapphire: 2:55.00

Gold: 2:25.87

Platinum: 2:05.80

This is a long level, so there are many opportunities to make mistakes that cost you time, especially on the vertical stages. Hit all the yellow time boxes along the way. When you reach the top horizontal stage, jump up and over the wall to bypass several threats. During the final vertical stage, make good jumps and focus on reaching the end portal, rather than worrying about wooden boxes along the way.



Wumpa Island
Overview

After you complete the Native Fortress level on N-Sanity Island, you unlock Wumpa Island. This island has six levels. In addition, there are two bosses you must defeat here: Ripper Roo and Koala Kong. Plus, there's a hidden level you can unlock —more details on that later.

Wumpa Island
Up the Creek

Rewards: Clear Gem—destroy all 48 boxes.

If this level looks similar to Upstream from N.Sanity Island, that's because it is, except it's more difficult. Some of the leaves move around in a funky pattern, and you have to deal with monkeys as well as plants that want to eat a Bandicoot. There are no gem requirements to reach secret areas, so you can get a Clear Gem on your first playthrough of this level. Just don't get wet.

At the start of the level, smash a couple of boxes and pick up the mask, then jump across some lily pads and a carnivorous plant to reach a tiny island. Wait here until a leaf approaches. Jump to it and ride it toward the next moving leaf. Consider studying the path the two leaves take before committing to a jump so you don't fall into the water. Since these leaves move sideways as well as upstream and downstream, you must anticipate where the leaf will be when you land. Ride the second leaf to a log, then climb up this slippery path to a "?" box at the top of a waterfall.

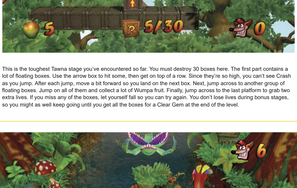
Jump across to a lily pad and then to a stone platform. Wait again for a leaf to approach, then jump across to it. Wait until it's next to the second leaf, and jump to the left. Time your next jump onto the purple carnivorous plant; it closes on its own, so jump onto it after it opens, then get off quickly. Jumping to a stone platform with two bones. One of them contains the first Tawna icon. There's a monkey on the next platform. Wait until it's rolling away from you, then jump across to the platform. Quickly defeat it with a spin attack while it's standing, then jump to the next island where a checkpoint awaits.

Keep advancing upstream—ride a leaf, jump on a lily pad and then a carnivorous plant—until you reach another log that takes you up to the top of another waterfall. Remember not to stay too long on the lily pads or they sink. Ride a couple of leaves to a platform with a monkey. Since you're on a leaf, you don't have a lot of options for timing your jump onto the platform. Once on it, get ready to jump and hit the monkey with a spin attack to clear it from the platform.

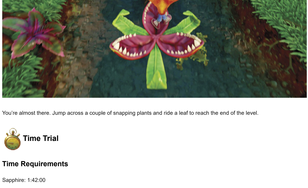
Now you must get across two carnivorous plants. The first is red, the second purple. As the purple closes, jump across to the red plant and then to the purple as it opens. Quickly continue to a lily pad and then onto a platform with a checkpoint. Ride a leaf to a log and time your jump onto the log to avoid a leaping piranha.

At the top of the waterfall, run across a series of connected lily pads and jump onto an island. Jump over to the iron switch box on the left, then backtrack to the log and break the two now-activated boxes on the left. Return to the island and head upstream to reach a stone platform with two boxes. The second Tawna icon is inside one of them. Continue along lily pads and a hungry plant to reach another stone platform. Wait for a leaf and ride it to a second leaf. Watch out for piranhas here. Keep going until you come to more boxes, where you can get the third Tawna icon. Jump into the activated portal to the left to enter the bonus stage.

Tawna Bonus Stage



This is the toughest Tawna stage you've encountered so far. You must destroy 30 boxes here. The first part contains a lot of floating boxes. Use the arrow box to hit some, then get on top of a row. Since they're so high, you can't see Crash as you jump. After each jump, move a bit forward so you land on the next box. Next, jump across to another group of floating boxes. Jump on all of them and collect a lot of Wumpa fruit. Finally, jump across to the last platform to grab two extra lives. If you miss any of the boxes, let yourself fall so you can try again. You don't lose lives during bonus stages, so you might as well keep going until you get all the boxes for a Clear Gem at the end of the level.



You're almost there. Jump across a couple of snapping plants and ride a leaf to reach the end of the level.

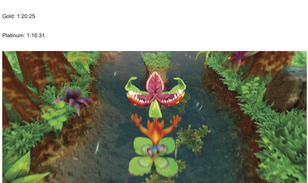
Time Trial

Time Requirements

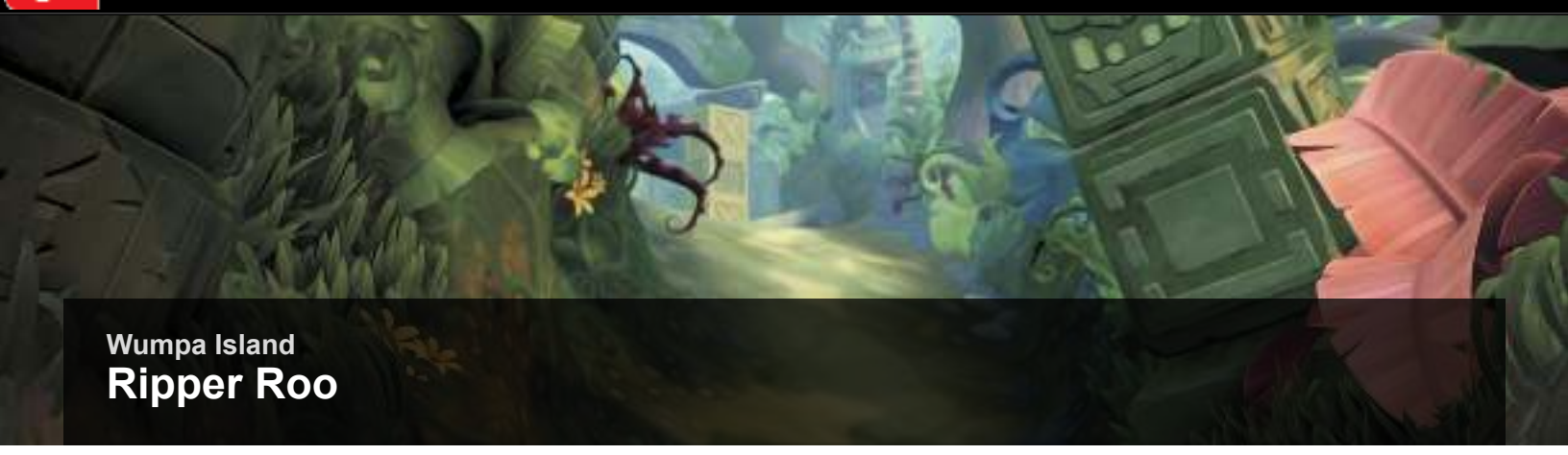
Sapphire: 1:42:00

Gold: 1:20:25

Platinum: 1:16:31



To get the gold and platinum levels here, you can't stop for anything except the leaves you ride across the water. Smash every yellow time box and don't worry about the rest. To shave off a few seconds, jump toward the purple plants when their mouths are closed so you land on them as they open. Jumping over the monkeys as they roll at you, rather than slowing down to spin-attack them, can also save time. For a good start on the level, grab the mask from the Aku Aku box at the beginning before you start the clock.



Wumpa Island
Ripper Roo

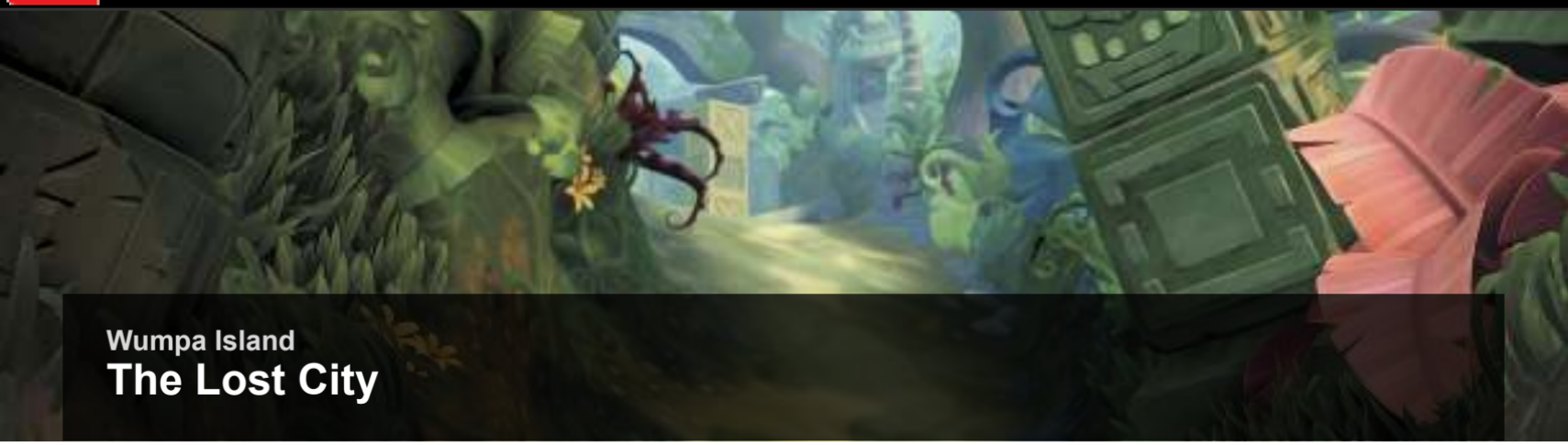
At the top of the waterfall on Wumpa Island, you face the first of two bosses. Ripper Roo is one insane marsupial and wants to stomp on you. To get to the next level, you must outsmart and defeat him.

The battle area where you face off against Ripper Roo consists of nine stone platforms. Ripper Roo jumps to nearby platforms; keep in mind that his move set includes diagonal jumps. He takes a short hop and faces where he's going before he jumps—use that warning to move so he doesn't hit you. You can't damage this boss by jumping on him or hitting him with spin attacks.

TNT boxes float down the streams between the platforms. They stop next to each row for a bit before moving on. Jump on a TNT box to activate it, then jump away. Also avoid the platforms adjacent to the box when it explodes, or you lose a life.

Time your activations so the boxes explode while they're in the center row. This increases your chances of hitting Ripper Roo. Do this three times without losing a life to defeat the boss. When you lose a life, Ripper Roo's health resets to the maximum amount.

There are spaces to the sides of the level where Ripper Roo can't get you—next to the pillars with flames on top. Jump over to those locations to escape the boss or to hide out while waiting for a TNT box to explode. A good tactic is to activate a box on that side of the area, then hide in the central side spot to lure Ripper Roo toward you and the TNT box. Once you get the hang of how Ripper Roo moves and the use of the safe spots, this battle becomes easier. Defeating this boss earns you the "Ripper Ruined" award.



Wumpa Island

The Lost City

Rewards: Green Gem—destroy all 82 boxes and complete the level without losing a single life.

This level features both horizontal and vertical stages. Timing your jumps is important. You don't need any gems to get all the boxes. However, to earn the Green Gem, which allows you to access secret areas in other levels, you must get through this level on a single life. Also be on the lookout for iron switch boxes that trigger other boxes you need to use.

One of the trickiest spots in this level is right at the start. There are two boxes on the other side of a wall. You can't jump over the wall, and the only way around is off the edge. Jump off the edge, and while in mid-air, move around the wall and land on the ground on the other side. Grab an extra life. You can use the bouncy box to get over the wall, but you need to smash it if you want all 82 boxes. Jump around the wall again to return to where you started. Before you continue, move into the interior to net a row of Wumpa fruit as well as a mask.

Jump across to the next area to the right. Watch out for walls that push out from the building—they knock you off the edge and cause you to lose a life. To get past them, jump on top of a lizard and move into the interior. Inside are four boxes, three of which have extra lives. Grab them and the Wumpa fruit and continue to the right, past another moving wall.

Keep going right. Watch for the shaking platforms. If you stay on them too long, they collapse. As you reach the next area, quickly move forward and drop into the low area. A stream of bats flies toward you and deals damage. Look for hanging bats as you traverse the level. They warn you of flying bats, so you know when to take cover. While you can try spin attacks to defeat them and collect the fruit they drop, this is unnecessarily risky and could cost you a mask, or even a life.

Enter the first room for some Wumpa fruit and the first Tawna icon. Inside the second room, jump up onto the box of fruit. Press the Jump button while you're bouncing to jump even higher and hit a hidden switch box. If you don't, you can't get the first Nitrus Brio icon.

Continue to the right, avoiding a double moving wall to reach a checkpoint. Now jump across to a small island. If you hit the hidden switch box, a box will be on this island. Jump up onto it to get the floating Nitrus Brio icon above. As you go right, drop to a low area to avoid more flying bats, then jump up onto some moving platform to reach the other side. To get past the triple moving wall here, time your move carefully and drop to a low spot as more flying bats come at you. Be sure to enter the room in this area for the second Tawna icon. Continue right to reach another checkpoint.

Getting the icon in the next part takes timing. Watch the jumping lizard. When it jumps away, jump over to the next area and then jump on top of it while it's beside the moving wall. This lets you bounce up on top of the wall to grab the Nitrus Brio icon as well as an extra life. Hasten to the left so the wall doesn't push you off the edge. As you move right, you come to a vertical stage. Here you must jump up a series of platforms to reach the upper part of the level. Some platforms extend out from the wall and then retract. They do this at a constant rate. Watch to learn the rhythm, then jump toward one of these platforms while it's fully retracted so you land on it when it's extended and have time to jump off before it retracts again. Look for a metal switch box on the left side. Jump on it to activate a box you'll find later on. Near the top, you must time your jumps almost perfectly since all of the platforms are the retracting type. Get into the rhythm!

Once you reach the top, head left. Either defeat the red jumping lizard or avoid it. Move into the back area before you have to jump to the left. From the back area, move right to clear out to some boxes. Jump on them to gain Wumpa fruit, as well as the third Nitrus Brio icon. Then backtrack to the retracting platforms and jump to the now-activated portal to begin a bonus stage.

Nitrus Brio Bonus Stage

This stage contains 21 boxes for you to smash. Remember, you can do this bonus stage over and over without losing a life if you fail. The first part is quite tricky. After jumping over to some iron boxes, jump onto a group of boxes, most of which are TNT boxes—do this carefully. As you jump toward this group, perform a spin attack to hit the top wooden box and land on the leftmost TNT box. Jump up onto the two TNT boxes to the right. Jump up and spin-attack to get the other wooden box. Jump up onto the third stack of TNT boxes. Quickly jump over to the platform on the right before the TNT boxes explode. Follow these steps precisely, without wasting a single jump, or Crash gets caught in the explosion. Next, smash some boxes for three extra lives. There's another group of explosive TNT boxes—spin-attack as you jump toward the first one to clear out some wooden boxes. Then jump up onto each TNT box in turn to get the other wooden boxes. From the top TNT box, jump down onto a row of three wooden boxes, each of which contains an extra life. Finally, jump to the platform at the end and use the portal to return to the level. While this bonus stage is tough, you net six extra lives!

Back in the level, advance to the left. The jumping lizards can be tough to defeat with spin attacks. The best tactic is to wait until they land and then jump on top of them. The next challenge you face is the weight-sensitive blocks. As you walk onto them, they start rotating. If you stay on them, you'll get knocked off and fall. The center block is the fixed point and doesn't move. Jump across to it, then from there, jump to the left to reach the other side. For the best timing, jump just as the first block starts to fall. Land on the center block, then keep moving left. As the fourth block starts to drop, jump to the platform on the left. When you reach the red jumping lizard on the pillar, jump onto the pillar next to it and then jump back. Wait for it to jump to the platform, then jump on it to get rid of it. Now watch for flying bats—get to a low area and wait for them to fly past, then hasten left. You must cross some retracting blocks, so time it right to avoid falling. Move left to a checkpoint.

Next you face moving walls. The pattern is more complex than you've seen before. Wait until both moving walls are out at the same time and then both retract. Do the same for the group of three walls. When all three retract together, make your move. The last two have a simple pattern. Jump across to a pillar and then to a platform with a lizard. Wait for the lizard to jump and land below the box. Then jump up onto the lizard and use it to get the box. Next, avoid flying bats and jump on lizards to finally reach the box with the third Tawna icon right next to the portal. Enter the activated portal for the bonus stage.

Tawna Bonus Stage

This bonus stage has 33 boxes you must destroy. All of them are floating, so time your jumps carefully. The tough parts are the rows of boxes filled with Wumpa fruit. There are two rows on top and two on bottom. You bounce on each several times before it's destroyed. Therefore, watch carefully, and as the bottom box is destroyed, move a bit to the right to begin working on the next column. The final two boxes on the platform are extra lives. If you've already died on this level, don't worry about clearing out all the boxes since you can't get the Green Gem anyway. Instead, grab as many Wumpa fruit as you can. There are about 200, which equals an additional two extra lives.

You must now cross another set of weight-sensitive blocks. The distances you jump are farther, making this part tougher. Get to the center block. From there, jump to the last block on the left and quickly across to the next platform to avoid jumping short and falling. Now do this a second time. When you reach the platform with the jumping lizard and moving walls, follow it through. If you stay next to the edge of the platform, the lizard doesn't hit you when it jumps. There's another jumping lizard on the next platform. Wait for it to jump away before you jump across. Then wait until it jumps back to the middle section, right below a box. Jump on top of the lizard to hit the switch box, which causes two more boxes to appear at the back of this platform. They burst open and give you fruit. Finally, jump over to the portal to exit the level.

Time Trial

Time Requirements

Sapphire: 2:35:00

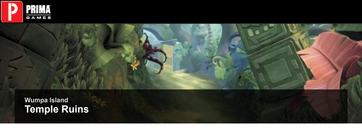
Gold: 1:56:12

Platinum: 1:40:52

If you're good at jumping, you can earn the lowest-level relic without too much trouble. However, for the gold and platinum levels, timing is key. Smash every time box, and don't bother entering buildings for those boxes—it takes too long. When flying bats come at you, instead of staying low and waiting for them to pass, spin-attack to clear them out. The vertical stage is where you can make or break the time trial. Learn the rhythm of the shelves, and don't fall—a fall could cost you five to 10 seconds, depending on how high you are.

Green Gem

The Green Gem is necessary for earning a Clear Gem on the first island, since some of the boxes are in a secret area. However, acquiring the Green Gem is tough. You must get through the Lost City without losing a life. Grab all the masks so they protect you if you get hit. Don't miss a jump or let a wall push you off; the masks don't protect you then. Take your time, be cautious, and focus on making it through intact.



Wumpa Island
Temple Ruins

Rewards: Clear Gem—destroy all 67 boxes.

After braving the city, you now enter the temple. Here Crash encounters new traps and enemies. This isn't as difficult as the previous level, but getting all of the boxes requires some careful jumping. There are no bonus stages in this level.

Right at the start, you experience the first new trap—spears that shoot out from pillars. Watch for these pairs of pillars. The spears extend partway as a warning, then all the way. Wait for them to retract, then move past. Jump on an Aku Aku box to grab a mask, then jump on a second box to bounce up and hit a floating box of fruit to score some goodies. Now head to the left and jump across to a pillar and a floating platform. Jump off quickly before it falls.

A cobra blocks your path. Cobras look worse than they are. Hit it with a spin attack and then break up boxes. Move past a spear trap, then jump across a couple of floating platforms to reach a spot with a TNT box that has a wooden box on top. Jump up and perform a spin attack to get the extra life, then jump on the TNT box to activate it—you need to destroy it to get the Clear Gem. Quickly jump to the left onto a moving pillar before it explodes. Continue left to reach a checkpoint. Defeat a cobra and smash boxes, then wait for a spear trap. As soon as the spears retract, jump out onto a moving pillar. There are three of these in a row. Wait until the one you're on is high, then jump to the next while that one's low. Cross to another platform.

Here you find another trap. As you move forward, stay low to avoid flying bats. Stone gates then open and close. Time it so you get through before they close and smash Crash. Next, jump across to a large platform with a new enemy.

As you land on the larger platform with lots of boxes, a giant spider drops down. It stays in one spot, so jump onto it to defeat this eight-legged threat. Smash boxes, pass a spear trap to clear out more boxes, then head right to walk out onto a small, round stone disk. Ride it across the expanse to a small pillar. Wait for the flames in a bowl to die down, then jump onto the bowl and then a floating platform before continuing to a larger platform featuring boxes, a spear trap, and a cobra.

After defeating the cobra with a spin attack, wait for the flaming bowl to cool down. Jump to the bowl and then to a pillar. From there, jump to a moving pillar and onto another pillar with a checkpoint. Keep jumping on pillars to reach the next platform, where you must get past smashing gates again. Watch for bats, and be sure to pick up the mask from the Aku Aku box between the two gates. From there, you must jump to a floating platform and then a moving pillar. Wait until the pillar is high, then jump to the floating platform. By the time you jump to the pillar, it's low. Continue to the next platform.

When you reach the platform, you see some Wumpa fruit in a row to the left out over empty space. As you move toward the fruit, a row of boxes appears under your feet. They lead to a platform with stacks of boxes. Jump on them to destroy them and collect lots of fruit. On the way back, jump on and smash the three wooden boxes in the bridge. Make your way past a spear trap and jump on a bouncy box to reach a box of fruit. Once all the boxes are destroyed, jump to the right onto a moving pillar while it's low. From there, jump to a flaming bowl when the flames are gone and on to moving pillars.

Don't ride the pillars around since they drop and can cost you a life. Instead, jump to the central non-moving pillar, then follow the fruit to a platform with a checkpoint and a spider. Ride a stone disk down to another area, where you must cross a floating platform, flaming bowls, and then to a large group of moving platforms. Follow the fruit in a straight line to the center pillar and, from there, on across more moving pillars to a platform. Some of the pillars drop, so don't ride them long. There are three boxes of extra lives on the platform.

Crash now must jump across to pillars that rise and lower. Jump to a pillar when it's low and wait until it rises high. Reach the platform and watch for bats, then prepare for more smashing gates. The second and third gates are right next to each other with no space in between, so you must cross both at the same time. Note that bats fly through every other time these gates open; time it so you don't get smashed or hit by bats. Finally, jump across to the portal to exit the level.

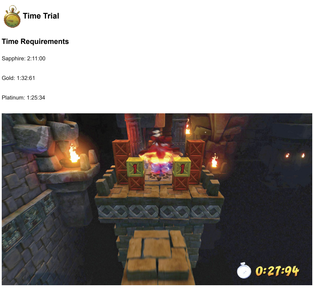
Time Trial

Time Requirements

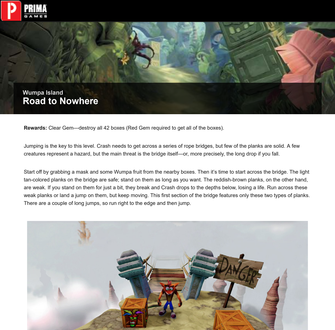
Sapphire: 2:11:00

Gold: 1:32:61

Platinum: 1:25:34



A few things slow you down during time trials on this level. Watch for spear traps: you can get through if you stay in the center and pay attention to the warning thrusts. If the way is clear as you approach, keep going. Only stop if you see the warning as you draw near. You must wait a time for the flaming bowls and the pillars to move up and down. It's easy to focus so much on rushing through that you chance a jump from low to high and end up falling.

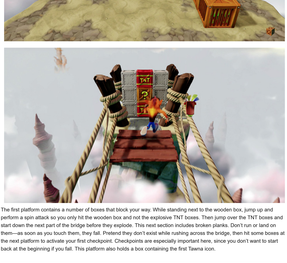


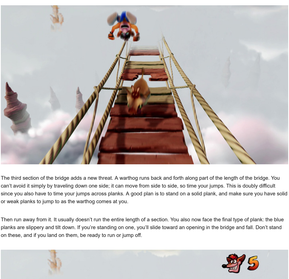
Wumpa Island
Road to Nowhere

Rewards: Clear Gem—destroy all 42 boxes (Red Gem required to get all of the boxes).

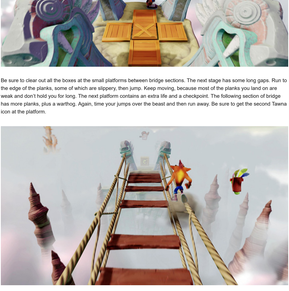
Jumping is the key to this level. Crash needs to get across a series of rope bridges, but few of the planks are solid. A few creatures represent a hazard, but the main threat is the bridge itself—or, more precisely, the long drop if you fall.

Start off by grabbing a mask and some Wumpa fruit from the nearby boxes. Then, it's time to start across the bridge. The light tan-colored planks on the bridge are safe; stand on them as long as you want. The reddish-brown planks, on the other hand, are weak. If you stand on them for just a bit, they break and Crash drops to the depths below, losing a life. Run across these weak planks or land a jump on them, but keep moving. This first section of the bridge features only these two types of planks. There are a couple of long jumps, so run right to the edge and then jump.



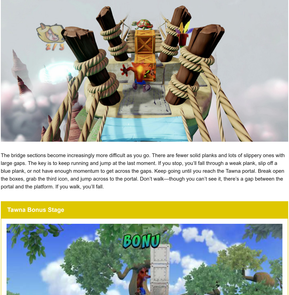


The first platform contains a number of boxes that block your way. While standing next to the wooden box, jump up and perform a spin attack so you only hit the wooden box and not the explosive TNT boxes. Then jump over the TNT boxes and start down the next part of the bridge before they explode. This next section includes broken planks. Don't run or land on them—as soon as you touch them, they fall. Pretend they don't exist while rushing across the bridge, then hit some boxes at the next platform to activate your first checkpoint. Checkpoints are especially important here, since you don't want to start back at the beginning if you fall. This platform also holds a box containing the first Tawna icon.

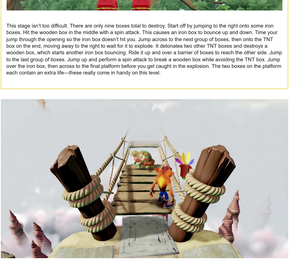


The third section of the bridge adds a new threat. A warthog runs back and forth along part of the length of the bridge. You can't avoid it simply by traveling down one side; it can move from side to side, so time your jumps. This is doubly difficult since you also have to time your jumps across planks. A good plan is to stand on a solid plank, and make sure you have solid or weak planks to jump to as the warthog comes at you.

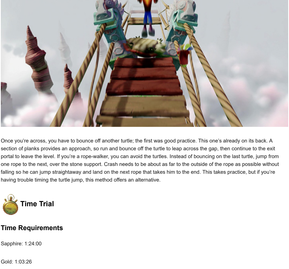
Then run away from it. It usually doesn't run the entire length of a section. You also now face the final type of plank: the blue planks are slippery and tilt down. If you're standing on one, you'll slide toward an opening in the bridge and fall. Don't stand on these, and if you land on them, be ready to run or jump off.



Be sure to clear out all the boxes at the small platforms between bridge sections. The next stage has some long gaps. Run to the edge of the planks, some of which are slippery, then jump. Keep moving, because most of the planks you land on are weak and don't hold you for long. The next platform contains an extra life and a checkpoint. The following section of bridge has more planks, plus a warthog. Again, time your jumps over the beast and then run away. Be sure to get the second Tawna icon at the platform.

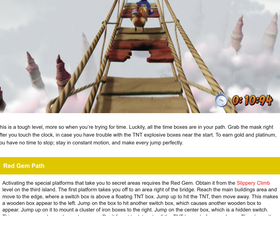


Jumping across planks while getting the timing just right can be difficult. There's an easier way to traverse these bridges: jump up onto the rope. This takes some practice. It's easiest when standing on a solid plank and jumping up and to the side. You want to land right on the rope. Then, as you run along the rope, keep centered or you may fall off. While you're on the rope, the warthogs can't reach you. Later, you'll have to jump from a platform at an angle to get onto the ropes if there are no planks nearby. This is a good skill to learn and makes this level easier.



The bridge sections become increasingly more difficult as you go. There are fewer solid planks and lots of slippery ones with large gaps. The key is to keep running and jump at the last moment. If you stop, you'll fall through a weak plank, slip off a blue plank, or not have enough momentum to get across the gaps. Keep going until you reach the Tawna portal. Break open the boxes, grab the third icon, and jump across to the portal. Don't walk—though you can't see it, there's a gap between the portal and the platform. If you walk, you'll fall.

Tawna Bonus Stage



This stage isn't too difficult. There are only nine boxes total to destroy. Start off by jumping to the right onto some iron boxes. Hit the wooden box in the middle with a spin attack. This causes an iron box to bounce up and down. Time your jump through the opening so the iron box doesn't hit you. Jump across to the next group of boxes, then onto the TNT box on the end, moving away to the right to wait for it to explode. It detonates two other TNT boxes and destroys a wooden box, which starts another iron box bouncing. Ride it up and over a barrier of boxes to reach the other side. Jump to the last group of boxes. Jump up and perform a spin attack to break a wooden box while avoiding the TNT box. Jump over the iron box, then across to the first platform before you get caught in the explosion. The two boxes on the platform each contain an extra life—these really come in handy on this level.

Once you return from the bonus stage, you're near the end of the level. However, the last two sections of bridge are among the toughest. A turtle blocks you way—you need it. Wait until it walks away from you to the edge of a gap, then jump on it to flip it over. Move back and run toward the turtle. Jump onto it and hit the Jump button as you land to bounce across a long gap to a row of solid planks.

Once you're across, you have to bounce off another turtle; the first was good practice. This one's already on its back. A section of planks provides an approach, so run and bounce off the turtle to leap across the gap, then continue to the exit portal to leave the level. If you're a rope-walker, you can avoid the turtles. Instead of bouncing on the last turtle, jump from one rope to the next, over the stone support. Crash needs to be about as far to the outside of the rope as possible without falling so he can jump straightaway and land on the next rope that takes him to the end. This takes practice, but if you're having trouble timing the turtle jump, this method offers an alternative.

Time Trial

Time Requirements

Sapphire: 1:24.00

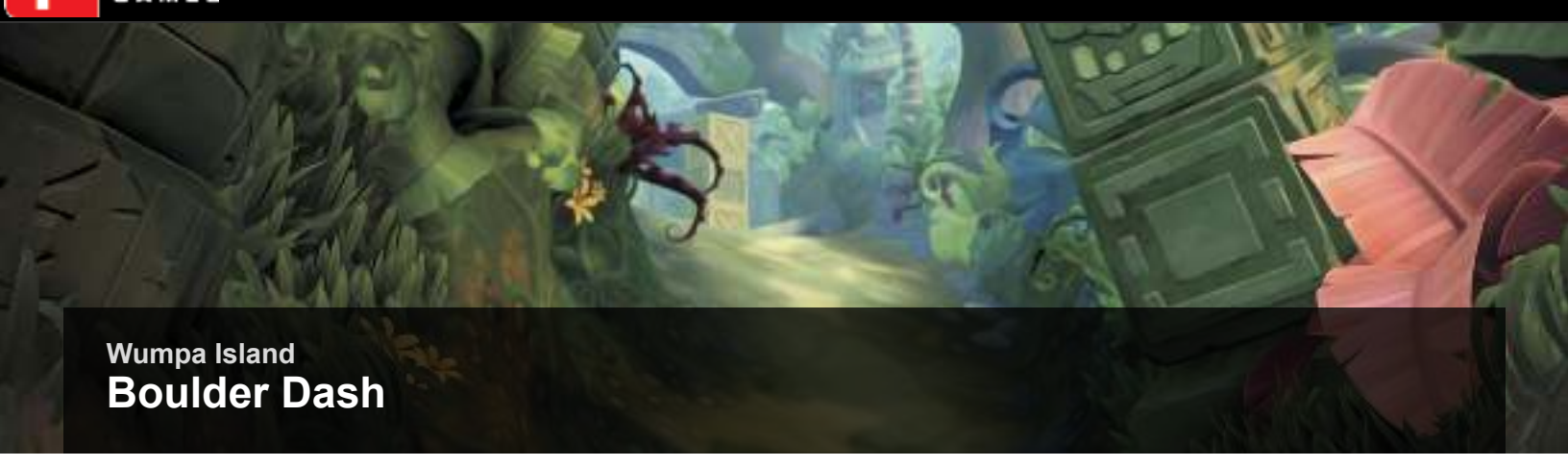
Gold: 1:03.26

Platinum: 0:57.85

This is a tough level, more so when you're trying for time. Luckily, all the time boxes are in your path. Grab the mask right after you touch the clock, in case you have trouble with the TNT explosive boxes near the start. To earn gold and platinum, you have no time to stop; stay in constant motion, and make every jump perfectly.

Red Gem Path

Activating the special platforms that take you to secret areas requires the Red Gem. Obtain it from the Slippery Climb level on the third island. The first platform takes you off to an area right of the bridge. Reach the main buildings area and move to the edge, where a switch box is above a floating TNT box. Jump up to hit the TNT, then move away. This makes a wooden box appear to the left. Jump on the box to hit another switch box, which causes another wooden box to appear. Jump up on it to mount a cluster of iron boxes to the right. Jump on the center box, which is a hidden switch.



Wumpa Island
Boulder Dash

Rewards: Clear Gem—destroy all 35 boxes (Purple Gem required to get all of the boxes).

The level starts out quiet. Smash some boxes for Wumpa fruit and the Crash box for an extra life. Move into the archway to clear out a couple of more boxes, then get ready to run from an oncoming boulder!

As you traverse the first gap, you need to land on small pillars. You can't see them when you jump, so aim for the middle of the path. You don't have a lot of space to land and then jump again, so timing is critical.

The next part of the level requires you to jump over wooden fences and chasms. Sometimes these are close together so that as soon as you cross a chasm, you have to jump over a fence. While you can run through the fences, this slows you down and lets the boulder gain ground. Keep going until you reach another archway, where you can take a break, smash some boxes, and activate a checkpoint.

When you're ready to continue, start running. Once again you must cross a wide chasm by jumping on pillars. However, this time the pillars move back and forth. You must be moving while you're in the air so you can land on each pillar and then jump to the next one.

The next part requires you to dodge stakes in the ground. Follow the Wumpa fruit to find a path through. Then jump onto moving pillars again. Continue to the next archway to take a break and clear out more of the boxes. There are a couple extra lives in them. The final section combines all of the previous threats. You must cross moving pillars and jump over chasms while dodging stakes and hurdling fences. Keep going to the end, and use the portal to exit the level.

Time Trial

Time Requirements

Sapphire: 1:45:00

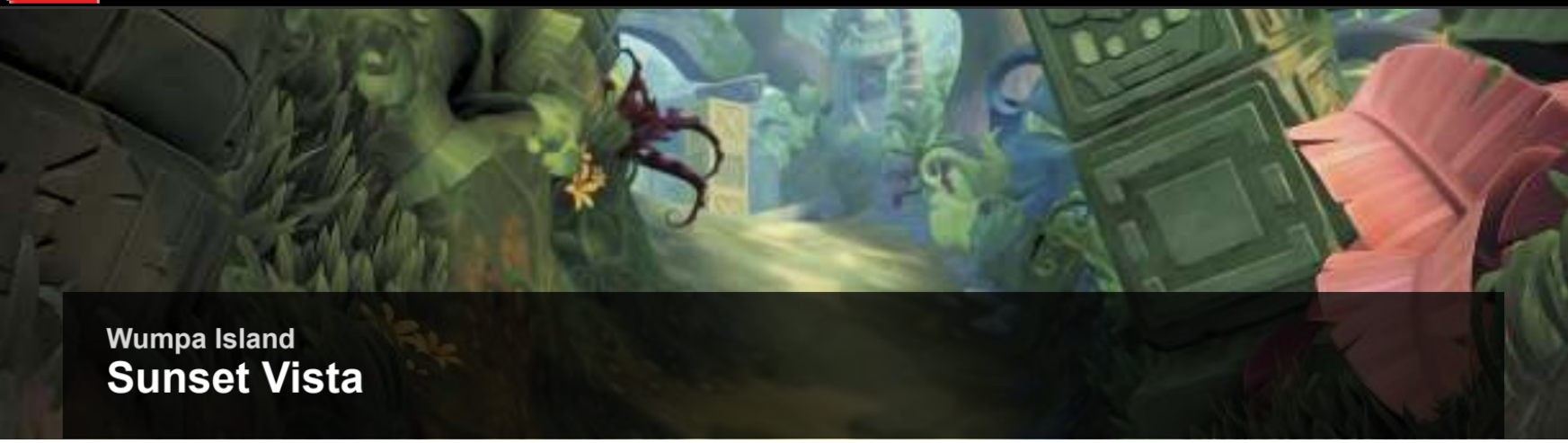
Gold: 1:24:61

Platinum: 1:18:08

Since you don't have a lot of leeway on time, with a giant boulder on your tail, the key is to move quickly through the archways and get those time boxes!

Purple Gem Path

You need the Purple Gem from the Lights Out level on the third island to get all of the boxes here. The special platform is next to the exit portal. Ride it down into a cave containing the rest of the boxes. Jump on the bouncy boxes to reveal hidden boxes. There are a lot of extra lives down here as well—collect them all before taking the portal to exit the level.



Wumpa Island

Sunset Vista

Rewards: Clear Gem—destroy all 90 boxes.

Sunset Vista is similar to the Lost City, except there's more to it and the challenges are tougher. You have both horizontal and vertical areas. In addition to a Tawna bonus stage, there's a Neo Cortex bonus stage. You need the boxes from both of these to clear all 90, not to mention you could use the extra lives.

There are several interior areas on the horizontal stages. At the start, enter for a bunch of Wumpa fruit to get started toward an extra life. Then advance to the right. Wait until the flame bowl dies down, then jump across to it and onto a rotating platform. From there, make your way to a stable platform to pick up an extra life. Dodge moving walls that try to push you off the edge; the pattern is simple. Once you're past them, drop into a low area before flying bats hit you.

Enter this next interior for more fruit. On the right side, barely in view, is an Aku Aku box to help protect you. There's also an extra life in a hidden box. Watch for the flying bats as you continue to the right. A jumping lizard bounces between platforms. To defeat it, jump on it from another platform as soon as it lands. Look for a hanging bat, which warns of more flying bats. Jump down onto a stump, then onto another lizard on a second stump. After the bats fly over, jump up and defeat another lizard on a stone platform with a jump and spin attack. Retreat to the left and dropping to the stump before another group of bats flies by. Then continue right to a checkpoint and an extra life.

Advance past more moving walls, then jump onto floating platforms that move around in a circle. Ride one of these platforms to a stationary platform with two boxes filled with extra lives. Then ride another floating platform to reach the next area.

Five small shelves slide in and out of the building. As one extends, the next retracts, and so forth. Jump onto the first. Before it retracts, jump to the second. Repeat until you reach the checkpoint on the other side. Then return and jump into the interior of the building. It looks like there's nothing here, but if you head all the way to the back and jump up, you find an Aku Aku Mask.

Continue right and past more moving walls. Drop into a lower area to avoid bats that are just past the moving walls. When all's clear, jump across to a flame bowl while it's cool, then to a lower stump to avoid the bats. A jumping lizard is on the next building area, so wait for it to jump away before you mount the platform. As it jumps back to the middle platform, jump on it to clear your way. Next come more moving walls. Wait until all walls in a group retract at the same time before you rush across. There are two sets. Get past them and activate the checkpoint.

Now begins the first vertical stage. It features a lot of shelves that extend and retract. Timing is everything; get into the rhythm so you jump while the next one is retracted, which means it's extended when you land. There are also shelves that don't retract until you land on them, so you have to time it so you hit the next shelf while it's extended. The second shelf you jump up on is one of these. There are several flame bowls around here, so if you fall, more than likely you'll get burned. Note that some shelves move in circles. Jump into a flame bowl to get onto these moving shelves. As you approach the top, look for three boxes off to the right—grab the fruit as well as a Tawna icon inside them. Continue your timed jumps to reach the top and the next horizontal stage.

Pick up fruit from the boxes inside the building at the top, then head left. There are two rotating platforms in a row. A shelf separates them. Quickly jump off this shelf before it retracts. After crossing this part, enter the building to get the checkpoint box—you don't want to redo the vertical stage if you die.

As you exit the interior, you next encounter a combination of moving walls and shelves. Watch for a while to learn the timing. As the shelf closest to you extends and the wall retracts, jump across to the shelf. Immediately jump to the next shelf and so on until you cross all five shelves and reach solid stone. Continue all the way to the right, where you find a stack of boxes with a mask, extra lives, and Wumpa fruit.

This vertical stage is similar to the first, but more challenging and with the moving shelves. About halfway up, look for flying bats. Time your jumps not only to the shelves, but also to reach a high spot before the bats return. Get to the top and smash a checkpoint box.

If you want a Neo Cortex icon, this next part is critical. Move to the right until you see a red lizard. As it jumps toward you, retreat so you're to the left of the floating box at the top of the screen. Wait until the lizard lands beneath the box, then quickly jump on the lizard so you can reach the box. Hitting it causes several boxes to appear behind the pillars. Go through the opening on the right, then head left for lots of fruit and the Neo Cortex icon. To the right of the opening, jump up behind a pillar for a mask.

Continue right, past moving walls, and avoid flying bats as you jump across pillars and a flaming bowl. From a building platform, rush past a wide moving wall and jump onto two boxes to get on top of the next moving wall. Floating above this wall are an extra life and the second Neo Cortex icon. Keep going to avoid being pushed off by the walls. The final set of walls requires you to rush over shelves before they retract. Keep advancing across a series of pillars with a checkpoint, extra lives, and boxes, including one with the second Tawna icon.

You encounter more moving walls and shelves. Wait until the two shelves extend and the walls retract, then rush across. Drop onto two more shelves, then hop up onto the platform. Clear out some boxes between two buildings, including an extra life, then negotiate moving walls and a shelf to jump across to some floating pillars. Jump off and head behind the pillars on the platform to the left of the Neo Cortex portal to find a hidden box containing the third icon. Use the portal to reach the bonus stage.

Neo Cortex Bonus Stage

There are 23 boxes to destroy here. Completing this stage gives you a key that unlocks the Whole Hog secret level. It's not as tough as some other bonus levels, as long as you know the trick. There are lots of TNT boxes here. Start off by jumping over onto some iron boxes and then onto a row of TNT boxes. As soon as you land on one, it starts counting down. Move right, jump, and perform a spin attack to break the first wooden box. Jump onto the remaining wooden boxes and break them. When the bottom box is destroyed, jump across to four wooden boxes and break each in turn, landing on iron boxes. Now jump over to another row of TNT boxes, move right, jump, and spin-attack the wooden boxes, then jump on the last few before leaping to iron boxes and then the platform where the exit portal is located. Be careful, when jumping on the TNT boxes, that your spin attack is over before you land, or you'll detonate the TNT boxes and have to start over.

After returning to the level, head right and clear out a box with the third Tawna icon inside. Now make your way up the last vertical stage. The Tawna portal is located on the right side as you ascend.

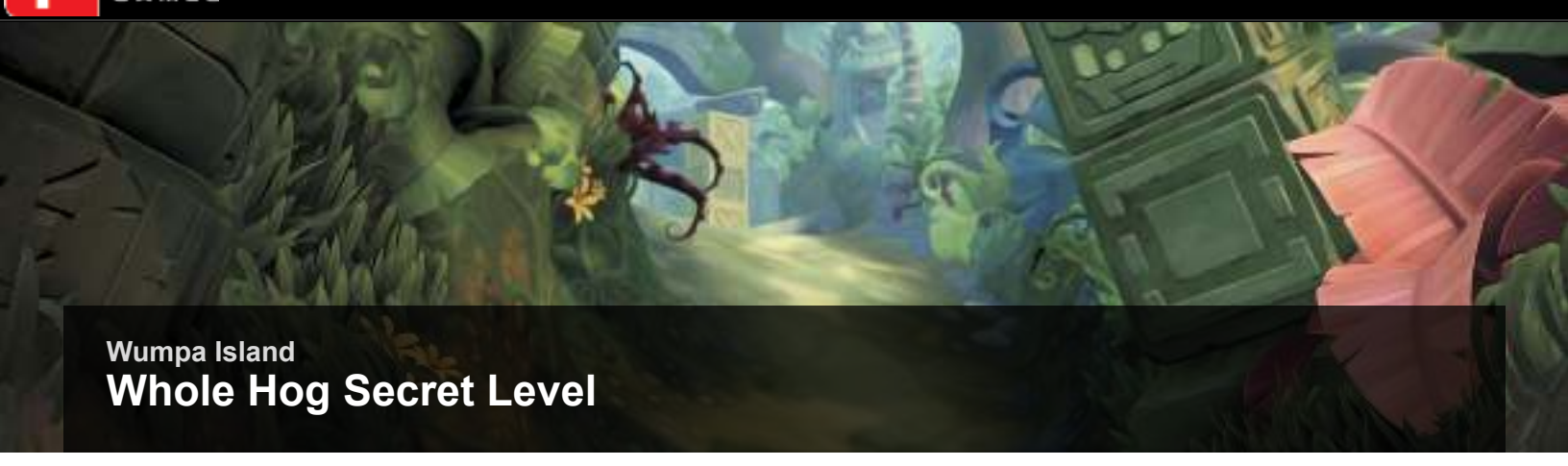
Tawna Bonus Stage

There are 16 boxes in this stage. Jump over to a stack of wooden boxes with TNT boxes underneath them. Bounce on each of the wooden boxes to destroy them, while avoiding the TNT boxes until the nine wooden ones are gone. Quickly move right and jump to the platform to clear out the two boxes of extra lives before the explosives detonate.

Continue the rest of the way to the top. Near the end, the last few shelves extend and retract at a quick rhythm, so be ready to change the tempo of your jumps. As you move to the right, you must get past a red lizard. When it jumps toward you, retreat across the platforms. Wait for it to land, then jump on it. Near the end portal are stacks of boxes. Smash them all to finish them off and earn a Clear Gem.

Time Trial

Time Requirements



Wumpa Island
Whole Hog Secret Level

Rewards: Clear Gem—destroy all 24 boxes.

Crash rides a warthog through a village. This is a bit tougher than Hog Wild, but similar. You can only access this level if you've completed the Neo Cortex bonus stage in Sunset Vista and earned the key.

As Crash climbs onto the pig, it starts running. Dodge spike poles and jump over some lying on the ground. Hit the first box just before moving to the left to get past a tribesman, then jump over a chasm.

There are two more chasms—this time there are drums that help. For the second drum, hold down the Jump button as you hit it so you get more air and soar over the spiky poles on the other side of the chasm. Otherwise, you land right on top of them.

As soon as you land, rush under a roasting pig; don't try to jump over it. Continue through an area with lots of boxes—jink right and left to get them all. Go under another roasting pig, then head left past a tribesman before you jump over the third roasting pig. Use a drum to jump over a chasm, and continue to the only checkpoint of the level.

Head left around the next tribesman, then jump on another drum to cross another chasm. Dodge right, past a second tribesman, and jump another chasm. If you bounce off the drum, you can soar right over a tribesman waiting on the other side.

Collect several more boxes before racing under a roasting pig. Bounce on a drum to clear a chasm and spiky poles, then head right, past the final tribesman. Finally, clear out the remaining boxes on your way to the end portal.

Time Trial

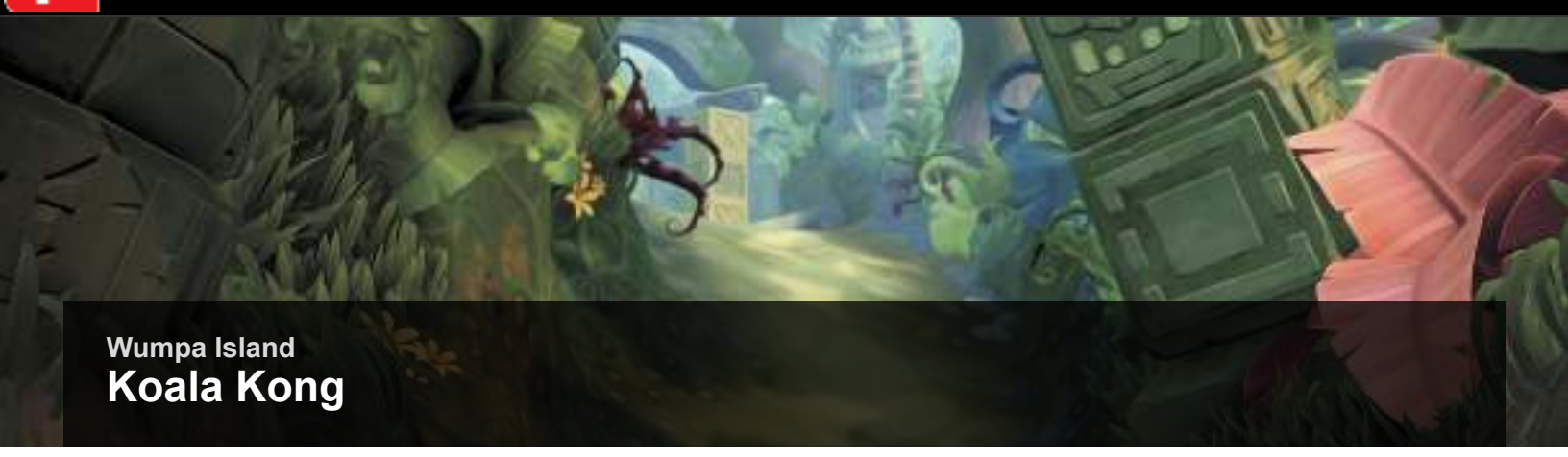
Time Requirements

Sapphire: 0:48:00

Gold: 0:30:44

Platinum: 0:26:87

For best times, pick up all of the yellow time boxes. You can't make the warthog go faster, so be ready to jink back and forth to get them all.



Wumpa Island
Koala Kong

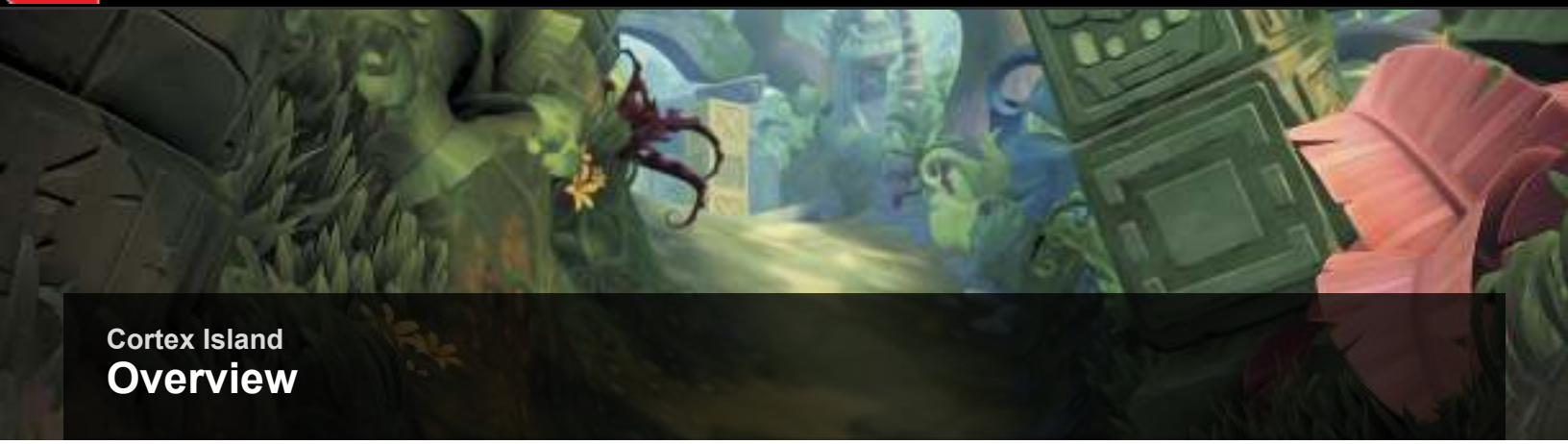
Koala Kong is the second boss on this island. This boss battle isn't too tough. The key is to dodge and plan ahead. Koala Kong uses his great strength to throw large rocks at you. Wait until the rock is in the air, then jump to the side to avoid being hit.

TNT boxes drop near you and start counting down. They usually land away from you, in a location you may jump toward to avoid getting hit by a rock, so watch the countdown as you dodge. When a TNT box drops, it's usually a good idea to move near it so that, when Koala Kong throws a rock, you jump away from both the rock and the explosives.

After throwing a few rocks, Koala Kong picks up a large boulder and throws it at you. Dodge it. When it lands, move next to it and perform a spin attack to launch it back at Koala Kong. Make sure there aren't any mine carts in front of him, or they take the damage instead of the boss. Each hit with a boulder deals one damage to Koala Kong.

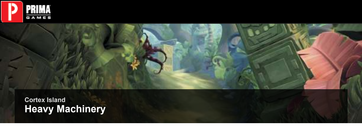
Four hits are required to defeat the boss. If you die, his health resets to its maximum. After Koala Kong takes two damage, two TNT boxes now drop instead of one. Their countdowns are about a second apart, so time your jumps to avoid the one about to blow up.

Keep sending those boulders back at Koala Kong. Once you land four hits on him without dying, he's defeated, you complete Wumpa Island, and you're ready to progress to the third and final island.



Cortex Island
Overview

After defeating Koala Kong, you gain access to Cortex Island. There are 10 levels here, plus a couple of extra levels. In addition, there are three bosses you must defeat. The levels are more dangerous and challenging. Several of the levels reward you with colored gems, which are used to unlock secret areas in previous levels where additional boxes are hidden.

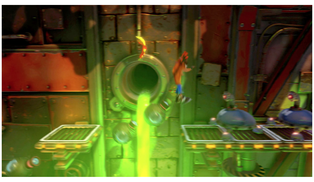


Cortex Island

Heavy Machinery

Rewards: Clear Gem—destroy all 86 boxes.

This level takes place inside a factory. There are new enemies here, as well as new threats. Most of the stages are horizontal, and the few vertical parts are easy and safe. Some of the enemies cannot be defeated, so avoid them. Watch for red-hot pipes throughout the level—they hurt.



Right at the start, you meet new foes. Jump over the ones that hover up and down above gaps. Spin attacks also defeat them. When dealing with the turtle-like robots, either jump on them or spin-attack to clear them out. Watch out for individual segments of walkway with small rockets. If you stand on them too long, they drop and you lose a life. Jump off quickly after landing.

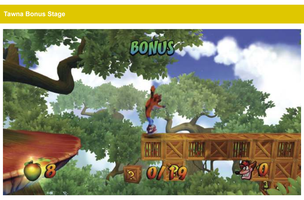
Two types of pipes cross the walkway. The icy-cold pipes are safe to touch and stand on. The red-hot pipes are not. Jump over them. Also watch for the floating enemies with spikes. Don't jump on them or use a spin attack, unless you're invincible with the Aku Aku Mask. When you reach the second double set of hot pipes, jump over them and move forward to drop to an unseen walkway below to a secret area.

Move left and smash boxes for an extra life and a Nitrus Brio icon. After grabbing the mask, continue left and take the platform back up to the upper walkway. Jump over a series of hot pipes and grab a Tawna icon from a box. There's a second Nitrus Brio icon along this area as well.

Eventually you come across conveyor belts. They can be a problem when enemies and hot pipes are nearby. To wait for enemies, and to avoid being pulled into a hot pipe, simply move in the opposite direction of the conveyor belt's trajectory. Continue right and jump onto a small elevator platform that takes you down. Jump off to the left and hit a checkpoint, then jump over some spiky floating enemies.

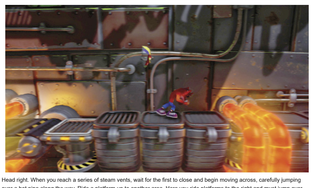
Keep going left, and you eventually reach a box with the second Tawna icon inside. The next threat is steam vents. Watch for the vents to open as a warning. Then a burst of steam emerges. Wait until the vents close before jumping onto or over these threats. Continue to a platform that carries you across a gap to the last Tawna icon, as well as the Tawna portal.

Tawna Bonus Stage



This bonus stage can be tough. You must smash 19 boxes—a mix of regular and fruit boxes, all of which are floating. The fruit boxes break after being jumped on five times. This means you must count your jumps so you know when to proceed to the next box. Work your way from left to right, clearing each column of boxes before jumping to the next. There are no extra lives here. However, if you destroy all the boxes, you net 119 Wumpa fruit, which gives you an extra life when you return to the level.

After returning to the level, move down step-like walkway sections, then jump over a series of hot pipes. It gets tougher when the walkway changes to a conveyor belt. Get over a steam vent, then jump onto a platform that takes you to the next stage. Pass a couple of steam vents to reach the checkpoint, then continue down more steps. At the bottom, jump up and grab a mask from an Aku Aku box. Take another platform to a lower level, and when you reach a yellow walkway section, bounce up to a column of boxes. Break them all to gain another mask from the Aku Aku box on top.



Head right. When you reach a series of steam vents, wait for the first to close and begin moving across, carefully jumping over a hot pipe along the way. Ride a platform up to another area. Here you ride platforms to the right and must jump over pipes as the platforms pass under them. Stand to the left side of the platform so that when you jump, the right side is already coming out from under the pipe. Finally, jump over to a box with the third Nitrus Brio icon and use the now-activated portal.

Nitrus Brio Bonus Stage

This stage is quite difficult, but you must complete it to destroy all of the boxes and earn the Clear Gem. Jump across a series of boxes to reach a switch. Jump on it to make a second level of boxes appear. Jump across them to the left to reach a second switch. Finally, jump across the highest row of boxes that appear to reach the platform on the opposite side. The top row is tough since you're jumping off the top of the screen and can't see where you'll land until the last moment. Finishing the stage nets you 30 boxes and six extra lives.

Ride a platform down to a lower area. Move right to reach a vertical stage, where you jump on bounce pads to collect fruit and boxes as you continue to higher and higher bounce pads. Eventually these take you to the end of the level and the exit portal.

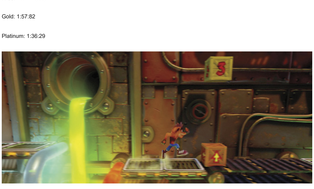
Time Trial

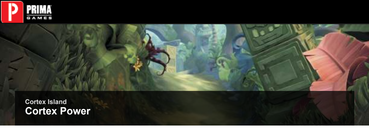
Time Requirements

Sapphire: 2:20:00

Gold: 1:57:82

Platinum: 1:36:29





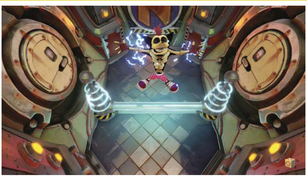
Cortex Island
Cortex Power

Rewards: Clear Gem—destroy all 42 boxes (Blue Gem required for boxes in a hidden area).

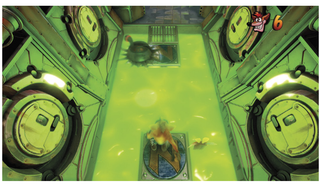
Crash enters a power plant with some new threats. This level can be confusing since there are divergent paths that require you to backtrack past old threats a second time to destroy all of the boxes. There are no bonus stages here, so there's no need to worry about icons.

Start off by entering the factory. After getting past a couple of robot turtles, you face a new threat—electrodes. Don't touch the red-hot tubes connecting them, or you get burned. Watch for the static discharges that take place regularly. As soon as the static fades, jump across before the next one arca. Continue into the next room, where you find a mask and some fruit from a box. Jump over the green toxic waste. If you touch it, you take damage or lose a life. When you reach the first fork in the path, head right and grab an extra life.

Award

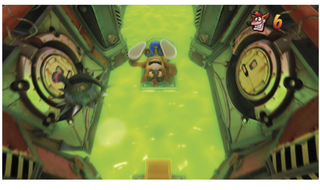


Don't be too concerned if you get zapped by the electric discharge once. The first time you're hit, you earn an award: "I See London, I See France."



Jump across a long gap of toxic waste while avoiding a flying spiky robot. Continue over more green waste and electrodes to reach a checkpoint, then jump over hot tubes and electrodes that arc diagonally. After heading down some stairs, take the path to the right again. Keep going, then jump up some steps to reach a room that dead-ends.

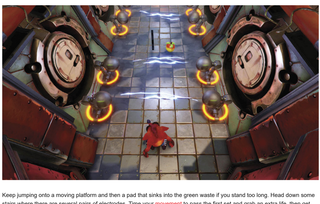
A gunman is in this room. Take cover behind the large tank on the right, which is closer to the enemy. Wait for him to fire off both of his pistols, then rush in and hit him with a spin attack before he can fire again. Jump on the switch on the right. This causes boxes to appear near the end of the level. Hit the wooden boxes on the left between TNT boxes. Grab an extra life, then move away before the explosion. Now backtrack to the fork in the hallway and go down the left path.



Jump over toxic waste while avoiding two spiky robots. Jump from a central panel to one on either the right or left. Wait until the two robots move toward the center, then jump to one side and keep going to get out of the way before you're hit. Break a couple of boxes with extra lives, then jump to a checkpoint. Don't worry about going back down the path to the left unless you have the Blue Gem. From the checkpoint, jump over to a small pad while avoiding an enemy.

Blue Gem Path

Once you earn the Blue Gem from the Toxic Waste stage, you can access an area with the rest of the boxes. When you reach the checkpoint after traversing the room with the gunman and the switch, return down the left passage until you find the blue moving platform. Ride it across the toxic waste and destroy all the boxes until you reach another moving platform that takes you to the path to the end. Before continuing, backtrack down the path to the right for a couple of boxes in the room with the sets of electrodes. Continue down the path to the end.



Keep jumping onto a moving platform and then a pad that sinks into the green waste if you stand too long. Head down some stairs where there are several pairs of electrodes. Time your movement to pass the first set and grab an extra life, then get past a larger set. Keep going, jumping over tubes while avoiding electricity. Continue to an arrow box and enter the next room.

If you used the switch in the room with the gunman, you now find an entire row of boxes across the toxic waste. If you missed the switch, there are only a couple boxes. Bounce across, hitting each box in turn. In the final room, bounce on the four fruit boxes to smash them and collect more Wumpa fruit before jumping onto the portal to exit the level.

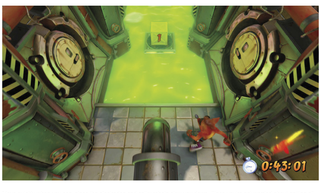
Time Trial

Time Requirements

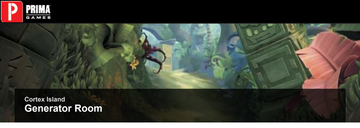
Sapphire: 1:05:00

Gold: 0:43:98

Platinum: 0:39:70



Move quickly when you can, since the electrodes and spiky robots slow you down. Since you're not worried about getting all the boxes, skip the dead-end room with the switch; you don't need it. Take the most direct route to the end: the right path at the first fork, then the left path at the second fork. Grab all the time boxes along the way.

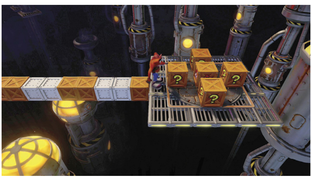


Cortex Island
Generator Room

Rewards: Orange Gem—smash all 52 boxes without losing a life.

This level is similar to Temple Ruins. You're inside a building and jumping from platform to platform, where it's easy to fall and lose a life. Rushing through this level can use up a lot of Crash's lives, so until you know it well, take your time and watch the rhythms and patterns of the threats.

Stock up on fruit at the start, then advance. Jump up and perform a spin attack to hit a wooden box, then move back while a TNT box detonates. Jump across a couple of small platforms, avoiding surveillance robots that fly around between them, and mount a platform with some boxes. Spin-attack a wooden box, then jump back to the previous platform until the TNT box explodes. Time your jump through the iron boxes so the bouncing one doesn't hit you.



Continue right, jumping across platforms and avoiding robots. When you reach a platform that falls, jump over to activate a switch. Wait for another platform to drop, then jump to it, then to the right before it drops. Grab the first Tawna icon from a crate at a corner, then continue to a bridge of boxes. Walk across to a cluster of boxes. Quickly smash them for two extra lives before this platform drops, then bounce across the bridge, destroying the wooden boxes as you go. Continue across a couple of more small platforms to reach the first checkpoint.

Time your jump onto and off a floating platform so you avoid the surveillance robot flying around it. The second Tawna icon is in a box on the next platform. Keep going left and then forward, jumping to platforms, some of which move up and down. Avoid threats and keep advancing to grab the third Tawna icon near the portal. Now that you have all three, enter the activated portal.

Tawna Bonus Stage

This is a fairly easy bonus stage where you can quickly get a couple of extra lives. Bounce across eight boxes and get to the other side to complete this stage.

Upon returning to the level, grab a mask and jump across to a series of platforms that rise and lower. Avoid two spiky robots along the way. Continue until you reach a stable platform with a stack of boxes. Perform a spin attack to destroy a lower box so you can jump up onto the fruit box and bounce on it. Not only do you gain Wumpa fruit, you bounce up and hit a hidden extra life off-screen. Get past surveillance robots, then mount a moving platform that carries you to the next area.

Jump across small platforms until you reach the next checkpoint, then jump to a larger platform with numerous boxes. Don't get hit by the spiky robot as you jump. The boxes contain an extra life and lots of fruit. To avoid destroying any fruit, only spin-attack a high box, then jump on the rest. Jump across to a dropping platform, then a stable platform while avoiding two more spiky robots.

Hop up a series of falling platforms to reach one that carries you across to the right. Jump over to a platform with a stack of boxes. Jump up and spin-attack as you come down so you only hit the wooden box in the middle of two TNT boxes. Then jump across to the right to escape the explosion. Follow a walkway to the right and down a ramp, avoiding surveillance robots along the way.

Jump to a moving platform that carries you to a hot tube. Move to the right of the platform, then jump over the tube as the platform slides underneath it. Keep going, and jump over two cool tubes while riding a platform. These are tougher since you're moving away instead of to the side. However, you can land on these cool tubes and then drop to the platform. Once you get past these, continue to a larger platform with the final boxes filled with extra lives. Go through the door to reach the exit portal and finish the level.

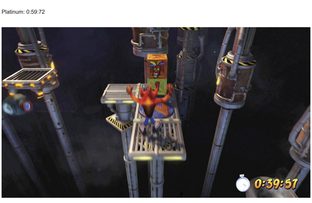
Time Trial

Time Requirements

Sapphire: 1:22.:00

Gold: 1:08:37

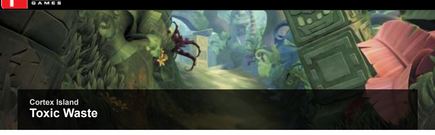
Platinum: 0:59:72



This is a tough level when you're taking your time, so it's even harder when you're *rushing!* Don't worry about hitting the switch since you're only after time boxes. Expect to slow down and wait at times to get past flying robots, or for platforms to move into position. Pick up masks, and keep moving as much as possible.

Orange Gem

This level lets you earn a colored gem instead of a Clear Gem. However, not only do you have to destroy all the boxes, you have to reach the end without losing a life. That's where the Aku Aku Masks come in handy. Once you have the Orange Gem, you can access hidden areas in the Upstream level on the first island.



Cortex Island

Toxic Waste

Rewards: Blue Gem—destroy all 39 boxes without losing a life.

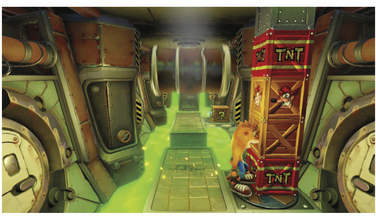
This level is relatively short and only has one threat—barrels. Some roll while others bounce. The only enemy is the thug throwing the barrels.

The action starts right at the beginning. If you don't move quickly, you get hit by the first rolling barrel. The thug is directly ahead of you. There are also two arrow boxes, each with a fruit box above it. Get the fruit and destroy the boxes. Since they're off to the side, don't worry about barrels, which only roll down the center walkway. Advance toward the thug, jumping barrels as you go, and defeat him with a spin attack. Another tactic is to take out the thug first, then go back for the boxes. Continue along the walkway and pick up a mask from an Aku Aku box.

Some sections of walkway are clear. However, when you reach an area with more boxes, barrels start rolling. Stand off to the side near the boxes to avoid them, and smash away. One of the boxes contains the first Tawna icon. Move up the ramp to find the next thug. As before, jump over the barrels and spin-attack to clear the way. The first checkpoint is up the ramp.

The second Tawna icon is in one of the two boxes on the left side of the walkway as you're jumping over barrels. Don't forget to pick it up. Keep going and defeat the third thug.

Now the level gets really challenging. In addition to the rolling barrels, every third barrel bounces as it comes at you. The key is to watch where they bounce. Get to a spot on the side to observe the pattern and learn which places to avoid. Move toward the bouncing barrels, and as they rise, rush underneath them. Smash all the boxes, even the TNT. Defeat the next thug, then use the checkpoint.



All the barrels bounce in the next area, so timing is key. Move to the side and jump up to grab an extra life from the wooden box. Then retreat before the TNT boxes explode. Continue to the next box and the third Tawna icon to activate the portal to the bonus stage.

Tawna Bonus Stage

There are 13 boxes in this stage. While it's straightforward, the TNT boxes force a timer on you. When you jump across to the boxes, you land on the first TNT box. This starts the timer. Quickly move right, spin-attack the first column of boxes so you can jump over them, and make your way up and over the last group of boxes to reach the final platform before the explosions occur. Don't try for all the wooden boxes; the chain-reaction explosions take care of them. There are two extra lives at the end near the exit portal.

The final section is the most difficult. Head up the ramp and stop before you reach the platform—that's where the barrels bounce. As soon as one bounces over you, run forward and jump across to the small platform, then to the longer platform. Stop at the edge of the longer platform to wait for another barrel to bounce, then rush forward to spin-attack the thug. Continue to the portal to exit the level.

Time Trial

Time Requirements

Sapphire: 1:16:00

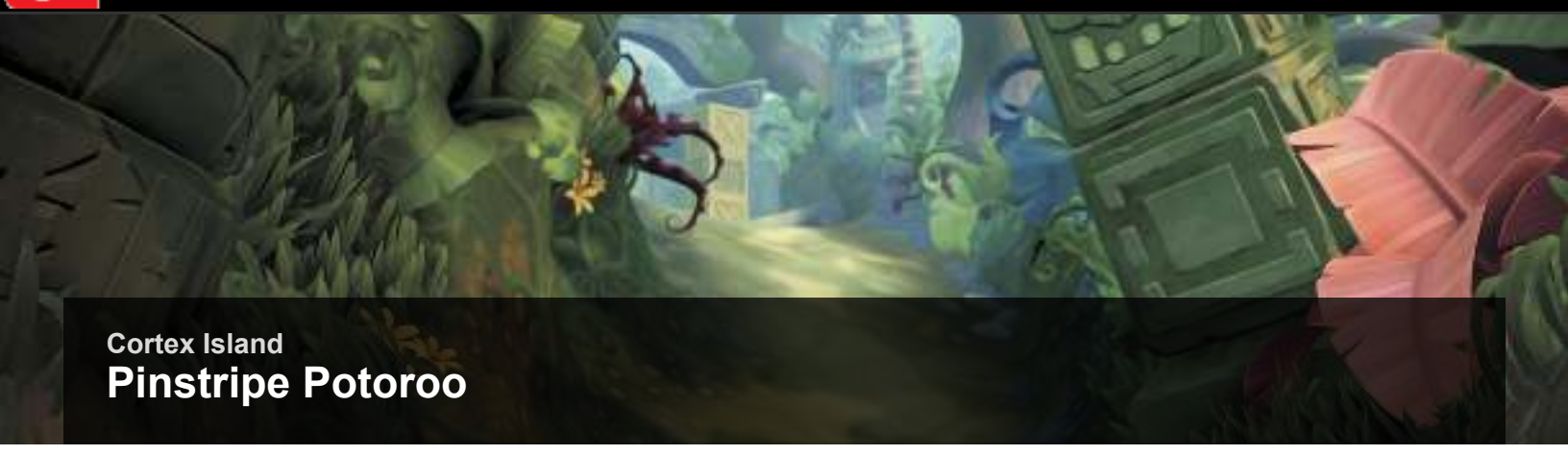
Gold: 1:03:47

Platinum: 0:55:75

Move quickly; don't stop. Only go after time boxes and masks. You should have no trouble until you reach the bouncing barrels. Even then, if you've kept moving and jumping over the rolling barrels, your timing should be correct for running under the bouncing ones. At the last section, learn where they bounce and wait in the safe spots as you advance toward the last thug and then the portal.

Blue Gem

Getting the Blue Gem on your first run-through can be tough. Luckily, the level is short, so multiple attempts aren't too much of a hassle. The bouncing barrels are the toughest threat. To avoid them, practice and learn when they bounce. Grab the masks and try to save them for the bouncing-barrel sections.



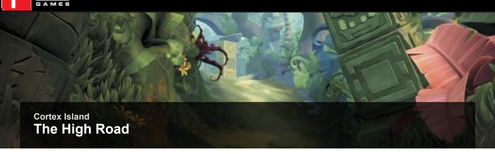
Cortex Island
Pinstripe Potoroo

Meet the first of three bosses on Cortex Island. Learning his timing is key. At the start, take cover behind one of the chairs on either side—they're indestructible. Pinstripe fires his Tommy gun at you, but you're safe behind the chairs; stay there as long as you need. If you get hit, any damage against Pinstripe is erased and you restart the fight.

Pinstripe begins on top of the desk. He then jumps down and fires from its left side. As he traverses the room to the right, rush out and hit him with a spin attack, then quickly retreat behind a chair. He fires from the right before returning to the left. This is your chance to get in a second hit. Quickly hide behind a chair. Land the third hit using the same tactic.

When half of his health is gone, Pinstripe changes strategy. He no longer runs out in front of the table where he can be hit. Instead, he jumps onto the table as he traverses the room. After he fires on the left side, his gun jams. Quickly move in and strike. The gun jams again after he fires on the right side. Take advantage here too for a fifth hit. Remember to always return to cover before Pinstripe resumes shooting.

At this point, Pinstripe's health is down to one. He continues traversing the room by jumping on the desk. However, this time his gun only jams while he stands on the desk. This is your chance. Run forward, jump, and perform a spin attack to defeat this boss and advance to the next level.



Cortex Island
The High Road

Rewards: Clear Gem—destroy all 45 boxes.

If you thought Road to Nowhere was tough, expect even more difficulty here. Note that if you have trouble with the timed jumps, you can try walking on the ropes.

At the start, backtrack to break some boxes. These are easy to miss; you don't want to get to the end, only to find you're missing some. Wumpa fruit hovers over invisible planks. Jump to the fruit, and when you land, the planks appear. Grab two extra lives hidden in these boxes, then jump back over the now-visible planks to return to the start.

The jumps along the bridge leading to the next platform aren't too difficult, though note that you have a warthog to jump over. When you get there, collect the extra life and spin-attack the wooden box in the center of the iron boxes. Time your jump underneath the bouncing box so it doesn't hit you. Jump on the first turtle in the next section near the edge so you can bounce off to clear the long gap. Keep going until you reach the next platform with a checkpoint, an extra life, and the first Tawna icon.

Use turtles again to cross long gaps. One turtle walks along broken planks. As you jump across, land on the turtle and jump immediately off to reach the next planks. The next checkpoint holds a box with the second Tawna icon.

Walking along the ropes is a good way to get past the warthogs in the next section. Keep your feet centered on the rope. Jump from one section to the next where there isn't a platform in between, again keeping centered when you jump. You may need to readjust when you land. Luckily, there's another checkpoint at the next platform, so if you fall later on, you don't restart too far back.

The next checkpoint contains more boxes. Jump and spin-attack the wooden box, then advance before the TNT box explodes. The next section requires you to flip a turtle and jump off it onto the bellies of several already upside-down turtles to get over gaps. At the next platform, break open a box for the third Tawna icon, then use the portal to access the bonus stage.

Tawna Bonus Stage

You must smash 27 boxes in this stage. Start off by jumping over to the first section, then up to hit a wooden box. Jump onto the iron box and then across to a row of wooden boxes. Move right, then bounce on them as you head left, breaking each one in turn. When you collect the last one, drop to the lower row of boxes. Since these aren't next to each other, jump from one to the next until you reach the final platform, where two more boxes with extra lives await you.

After exiting the bonus stage, you're near the end. A row of turtles is positioned for you to bounce on. Get a running start, and then begin jumping. Use the turtles to get all the way through two sections, then to the platform where the exit portal is located. If you have a hard time with this last part, there's always the rope.

Time Trial

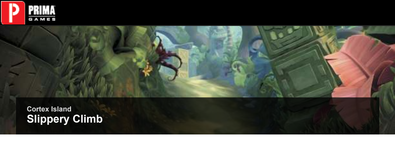
Time Requirements

Sapphire: 1:28:00

Gold: 1:13:29

Platinum: 1:04:61

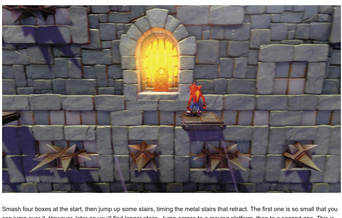
The time trial for this level is difficult since you must reach the end without losing a life. Focus on making good jumps. You can use the ropes, but you need to be really good at adjusting left and right while moving forward, and make those jumps from rope to rope perfectly so you don't fall.



Cortex Island
Slippery Climb

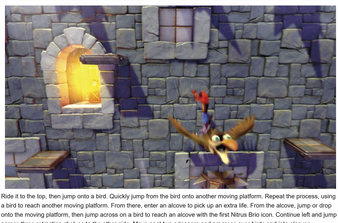
Rewards: Red Gem—smash all 51 boxes without losing a life.

This is one of the most challenging levels in the first game. It's all about timed jumps, and there are a lot of opportunities to make a mistake and lose a life. The *checkpoint* is past the middle of the level, so expect to get very good at the first half.

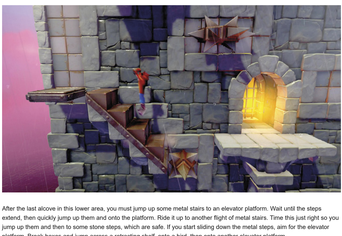


Smash four boxes at the start, then jump up some stairs, timing the metal stairs that retract. The first one is so small that you can jump over it. However, later on you'll find longer stairs. Jump across to a moving platform, then to a second one. This is all timing. Plan your jump so you land where the platform will be when you come down. Jump into a small alcove to pick up an extra life and a couple of boxes. Wait for the platform to return and drop onto it. Jump across to two more moving platforms, then onto a stationary platform.

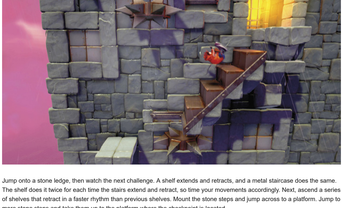
This platform holds a prisoner, who reaches out from behind bars. Jump and spin-attack to send him away. If he touches you, you take damage (or lose a life if you don't have any masks). Jump across two shelves that extend and retract to reach another alcove with two boxes. Continue across another retracting shelf and onto a platform that moves around in a circle.



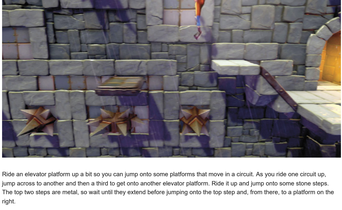
Ride it to the top, then jump onto a bird. Quickly jump from the bird onto another moving platform. Repeat the process, using a bird to reach another moving platform. From there, enter an alcove to pick up an extra life. From the alcove, jump or drop onto the moving platform, then jump across on a bird to reach an alcove with the first Nitrus Brio icon. Continue left and jump across three retracting shelves to the other side. Move past two prisoners and progress over birds and into alcoves, destroying boxes.



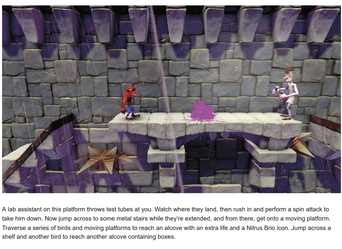
After the last alcove in this lower area, you must jump up some metal stairs to an elevator platform. Wait until the steps extend, then quickly jump up them and onto the platform. Ride it up to another flight of metal stairs. Time this just right so you jump up them and then to some stone steps, which are safe. If you start sliding down the metal steps, aim for the elevator platform. Break boxes and jump across a retracting shelf, onto a bird, then onto another elevator platform.



Jump onto a stone ledge, then watch the next challenge. A shelf extends and retracts, and a metal staircase does the same. The shelf does it twice for each time the stairs extend and retract, so time your movements accordingly. Next, ascend a series of shelves that retract in a faster rhythm than previous shelves. Mount the stone steps and jump across to a platform. Jump to more stone steps and take them up to the platform where the *checkpoint* is located.



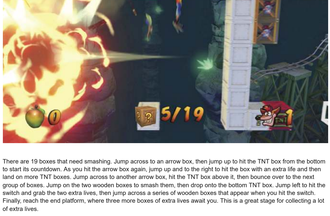
Ride an elevator platform up a bit so you can jump onto some platforms that move in a circuit. As you ride one circuit up, jump across to another and then a third to get onto another elevator platform. Ride it up and jump onto some stone steps. The top two steps are metal, so wait until they extend before jumping onto the top step and, from there, to a platform on the right.



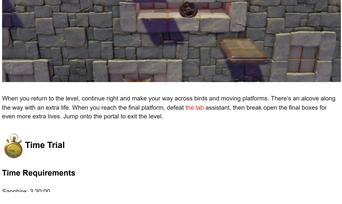
A lab assistant on this platform throws test tubes at you. Watch where they land, then rush in and perform a spin attack to take him down. Now jump across to some metal stairs while they're extended, and from there, get onto a moving platform. Traverse a series of birds and moving platforms to reach an alcove with an extra life and a Nitrus Brio icon. Jump across a shelf and another bird to reach another alcove containing boxes.

Descend some stairs, then head back up and past three prisoners. Jump across two birds to reach another alcove. This one contains the third Nitrus Brio icon, as well as the portal.

Nitrus Brio Bonus Stage



There are 19 boxes that need smashing. Jump across to an arrow box, then jump up to hit the TNT box from the bottom to start its countdown. As you hit the arrow box again, jump up and to the right to hit the box with an extra life and then land on more TNT boxes. Jump across to another arrow box, hit the TNT box above it, then bounce over to the next group of boxes. Jump on the two wooden boxes to smash them, then drop onto the bottom TNT box. Jump left to hit the switch and grab the two extra lives, then jump across a series of wooden boxes that appear when you hit the switch. Finally, reach the end platform, where three more boxes of extra lives await you. This is a great stage for collecting a lot of extra lives.

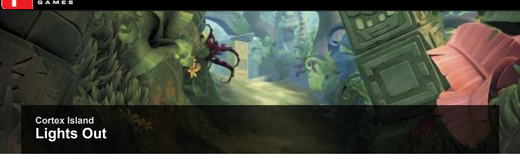


When you return to the level, continue right and make your way across birds and moving platforms. There's an alcove along the way with an extra life. When you reach the final platform, defeat the lab assistant, then break open the final boxes for even more extra lives. Jump onto the portal to exit the level.

Time Trial

Time Requirements

Sapphire: 1:30:00



Cortex Island
Lights Out

Rewards: Purple Gem—destroy all 15 boxes without losing a life (Yellow Gem required to get all of the boxes).

This level is unique. You advance through dark hallways. Your Aku Aku Mask is your light. As time passes, the light eventually goes out, so you need to move constantly and smash the Aku Aku boxes to keep the light shining.

At the start, hit the Aku Aku box and light up your surroundings. Begin running forward and jumping over gaps. There are no enemies here, so focus on making the jumps. Don't waste time, or you may get stuck in the dark before you can reach the next Aku Aku box.

The Aku Aku box signals a coming change. In addition to jumping over gaps, you now must jump to floating platforms in the middle of the gaps. Don't linger, since they drop shortly after you land on them.

After you pick up another Aku Aku box next to the checkpoint, you must jump onto moving platforms. If you've kept moving, you can jump right off the edge, and the timing should be right for you to land on the moving platform. However, if you pause, you need to wait until it returns toward you. There are also floating platforms that drop. Keep going to pick up an extra life next to an Aku Aku box. Don't delay on the moving platforms. If you don't make quick jumps and are forced to ride them back and forth, your light will go out, which means you have to make jumps in the dark.

You reach a long section of floor; grab another extra life and an Aku Aku box. A new enemy makes an appearance: giant rats start coming at you. They can't jump across gaps and are easily defeated with a spin attack.

Move on through the rat-infested halls to reach a new threat—swinging blades. If you keep moving, the timing lets you miss most of them. After you get past a few, there's a transparent platform. Don't jump on it unless you have the Yellow Gem. Instead, jump over it and onto a floating platform to keep going.

Moving quickly now becomes even more important. You can't stop long to wait for the blades. If you do, you'll arrive at the spot where you have to jump across to floating platforms between swinging blades in the dark and most likely lose a life. However, once you're past this part, you're almost to the end of the level.

Yellow and Purple Gems

You earn the Purple Gem by clearing out all the boxes on this level without losing a life. However, to do that, you must first have the Yellow Gem, which can be earned in the Lab level later on this island. Once you have the Yellow Gem, you can use the gem platform. Ride it up to the top of the tower, where you find the last three boxes, as well as an exit portal to end the level. Using the Yellow Gem here makes the level easier, since the last section down in the halls is especially tough.

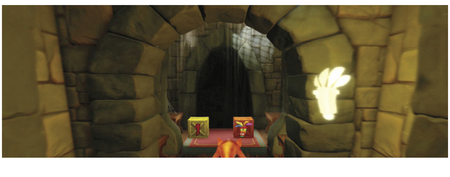
Time Trial

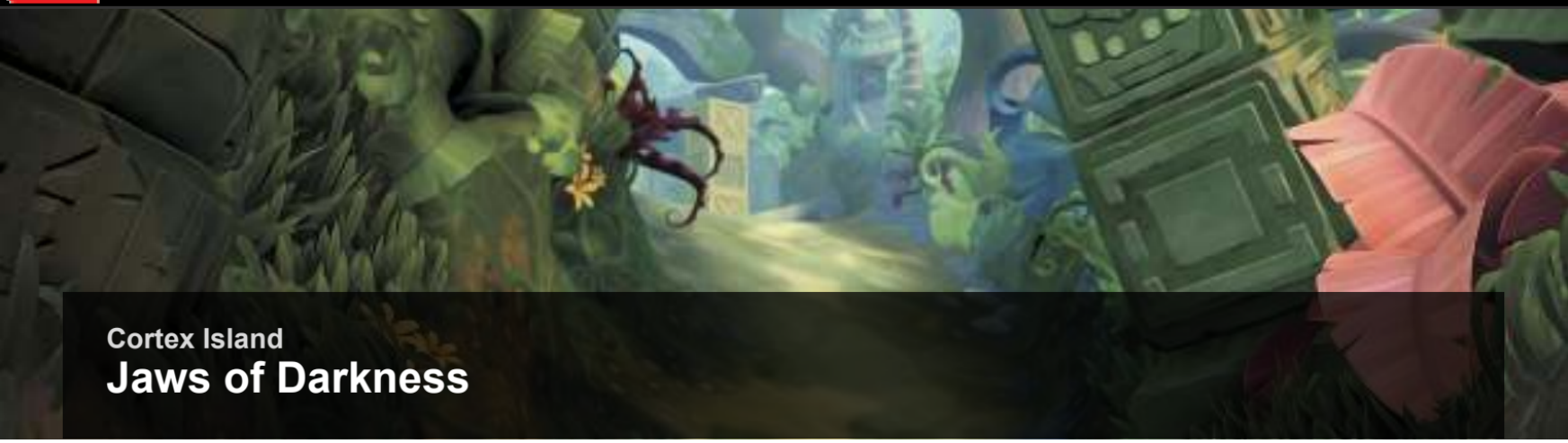
Time Requirements

Sapphire: 1:31:00

Gold: 1:20:67

Platinum: 1:06:87





Cortex Island

Jaws of Darkness

Rewards: Clear Gem—destroy all 112 boxes (Blue Gem required to get all of the boxes).

This is not an easy level, but it's not as challenging as some you've already completed. It takes place inside a temple, where you face snakes and spiders as well as traps. Be prepared to do some careful jumping. Luckily, there are several checkpoints, so if you make a mistake, you don't have to go too far back.

Smash the boxes at the start and spin-attack the snake that pops up from the hole. Jump across a couple of floating platforms and onto a larger platform. A red light appears on the platform, warning you a spider is about to drop. Jump on its back to defeat it, then continue onto a rising and lowering pillar. Keep going right, across a flame bowl, and then to a stationary pillar.

A ring of pillars moves in a circle, dropping at certain points. Jump onto a moving pillar to the right and then immediately to the stationary pillar in the center. Face forward toward the next platform near the top of the screen. Jump across to a moving pillar, then a floating platform. Smash the four boxes to grab a mask, then move forward and defeat a snake. Get through two spear traps and continue to a platform with an extra life and moving doors. Watch out for bats, and time your way through the doors. Jump past the first door and into the safe space. Wait until both doors of the second set stay open, then rush across. Jump to a pair of rising and lowering pillars and get onto a round platform that carries Crash to the next area.

Transfer from one round platform to another, and then when it stops, move onto a pillar. Jump across a series of pillars, watching out for two spear traps along the way. Continue across a flame bowl and a floating platform to reach the next platform.

The first checkpoint is on this platform, along with a stack of crates. Perform a spin attack next to the lowest crate to grab the Neo Cortex icon, then jump on the TNT box to set it to detonate. Head left, and after hitting the checkpoint, jump across to a hanging spider. Immediately jump again onto a floating platform and then to a platform with boxes, one of which contains a Tawna icon.

Jump across some platforms to reach a series of moving pillars. This can be a tough challenge—you must jump onto the moving pillars and get off before they drop. Don't jump diagonally. Instead, wait for the pillar closest to you to pop up, then jump to it and quickly to the next, then onto the center pillar. Take a break and catch your breath; the center pillar is safe. Then jump across to the left when a pillar rises, then across to the left again. Finally, jump onto the larger platform.

Defeat the snake and jump to a platform with some boxes. If you have the Blue Gem, take the blue platform to a secret area.

Blue Gem Path

Acquire the Blue Gem by completing the Toxic Waste level without losing a life. When you reach the first platform, be sure to jump on top of the iron box to get the hiddem box above. Continue jumping across a series of blue platforms to reach stone platforms with numerous boxes. The blue platforms eventually bring you back to the rest of the level.

Otherwise, pass the spear traps and continue jumping to reach the next area with moving doors. There are two doors in the first set. As soon as the first door opens, quickly jump across before the second door closes. Destroy the box in the safe space. Wait until both doors in the second set are open, then move across. Jump to the checkpoint, then across rising and lowering pillars to reach a round platform. Ride it to the next area.

Negotiate a couple of spear traps. A snake pops up from a hole—don't spin-attack it, or you'll send it across the gap and destroy the boxes and everything inside them. Instead, jump on top of the snake and defeat it by landing on its head. Then jump across and destroy the boxes yourself to grab the second Neo Cortex icon.

Use a spin attack to break the top wooden box, then jump up onto the TNT box to set it off. Quickly jump across to the flame bowl before the TNT box detonates.

Continue left and stop when you reach a solid platform. Instead of jumping forward, walk to the left into the open space, following the trail of Wumpa fruit. Floating platforms appear as you touch them. Keep moving before they drop. Jump across a spear trap and break open some crates to earn the last Neo Cortex icon, then use the portal to access the bonus stage.

Neo Cortex Bonus Stage

This tough stage requires thinking and quick reflexes. If you complete it, you earn a key that unlocks the Fumbling in the Dark secret level. There are 24 boxes here. Start by jumping across three floating boxes to get onto the TNT box. Wait until it counts down to one, then jump across to the three wooden boxes. Jump on them and then to the left after hitting the third. By that time, the explosion should have triggered the switch and iron boxes appear below you. Jump across floating boxes to land on another TNT box. Wait until its timer is at one, then jump across to the wooden “?” box. From there, jump to the wooden box on the left and then to the switch. Finally, jump across a row of floating boxes to reach the end platform and the portal.

After returning to the level, jump past a spear trap and head right, across an invisible row of floating platforms that appear as you touch them. Jump over to a couple of other floating platforms, then onto a platform with boxes. Grab the second Tawna icon here. Continue across a flame bowl and floating platform to reach a platform with moving doors. Break open the box for the last Tawna icon and enter the portal.

Tawna Bonus Stage

There are 23 boxes in this stage. Jump up some iron boxes and use spin attacks on the wooden crates at the end. Jump across to the next platform and hit the lower two wooden boxes, then jump back to the first platform to escape the blast.

Come back and jump across to the third platform. Jump up and hit the wooden box, then jump back to the previous platform and wait out the explosion. Return for the remaining boxes, including an extra life. Do the same thing on the next platform and grab a second extra life. Finally, jump across to the last platform to destroy the last two boxes and score two more extra lives.

After you return to the level, pass through the moving doors and jump to the exit portal. To get past the first set of doors, wait until they're both open at the same time, then rush through. Then wait until the first door of the second set opens. Rush through, and the next two doors open as you reach them. Don't stop, or you'll end up smashed.

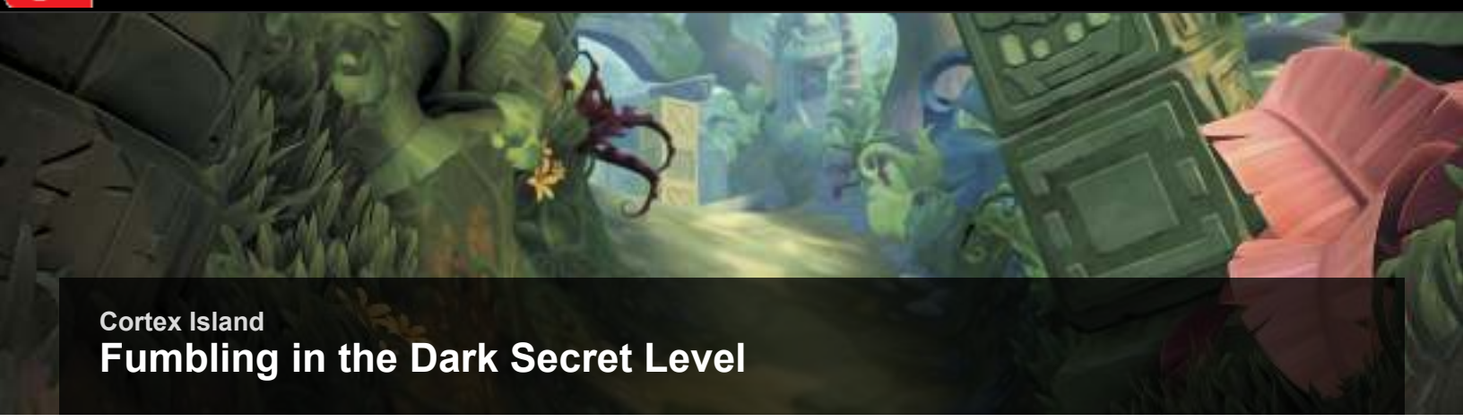
Time Trial

Time Requirements

Sapphire: 2:21:00

Gold: 1:59:21

Platinum: 1:36:26



Cortex Island

Fumbling in the Dark Secret Level

Rewards: Clear Gem—destroy all 18 boxes.

This secret level is unlocked when you earn the key by completing the Dr. Neo Cortex bonus stage in the Jaws of Darkness level.

This secret stage is another run through a dark manor using your Aku Aku Mask for light. At the start, before you begin moving forward, go back and jump to the sides of the corridor where there's no floor down the middle. You find seven boxes there with masks and extra lives. This tough level adds spiders and more swinging blades to deal with as you progress. Keep moving quickly so you don't run out of light.

Time Trial

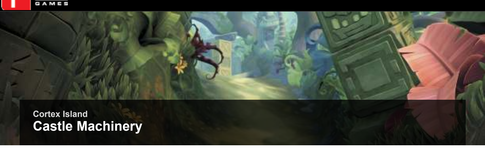
Time Requirements

Sapphire: 2:28:00

Gold: 1:57:68

Platinum: 1:41:59

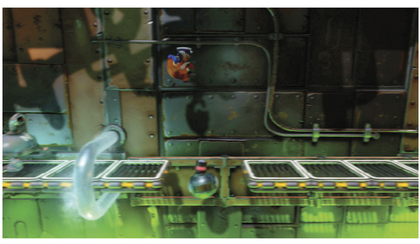
As usual, the key to this is knowing the level well. Learnign the timing of the traps is crucial. Grab the Aku Aku Masks to make short work of the enemies, saving you time.



Cortex Island
Castle Machinery

Rewards: Clear Gem—destroy all 27 boxes.

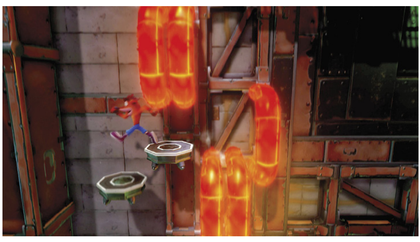
This level takes place in a factory-like setting. Expect to avoid a lot of hot pipes and robots. There are no bonus stages here, so simply destroy all of the boxes and get to the exit portal.



At the start, you may wonder where you can go. Move right and drop down the shaft to a lower area. Don't worry, you don't lose a life. Head left, and prepare to jump over cold pipes and deal with robot turtles and surveillance robots. Time your movements past spiky robots, then jump across floating platforms to reach a walkway. Jump up some steps to come to an elevator platform.

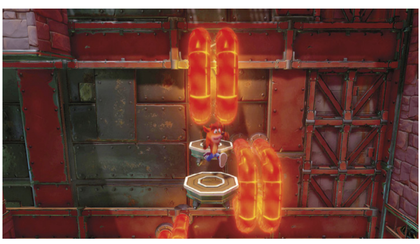
Green Gem Path

If you have the Green Gem, take the platform on the left to reach this long walkway with 29 extra lives!



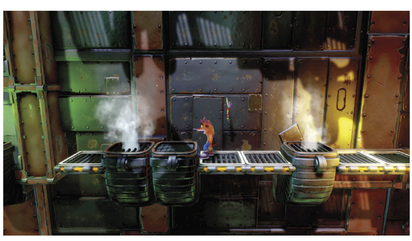
Ride the platform up to a second one. Walk across, then keep going up. Be ready to walk left to the third platform before you run into a hot pipe above you. Ride it to the top, then jump across to a walkway on the right. Smash some boxes and grab a mask.

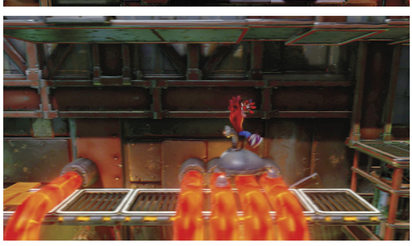
Jump across to some conveyor belts. Jump over cold and hot pipes. Ride the conveyor belts to the end, then drop to the next belt. Spin-attack or avoid patrolling surveillance robots. At the bottom, jump over hot pipes and onto a walkway with a checkpoint.



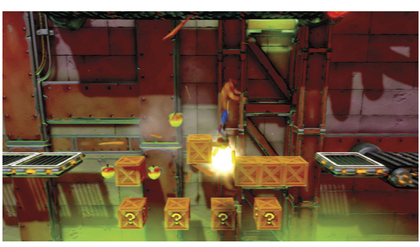
Watch for a spiky robot, and time your jump over to an elevator platform. Ride it up, then get to another one. Repeat this pattern, and avoid hot pipes. Some are very close, so walk directly off one platform and onto another. If you jump, you hit the pipes. The last elevator platform takes you up to a walkway with a mask and an extra life.

Jump over a hot pipe. To get over four pipes in a row, jump onto a turtle robot and immediately jump right. When you come to a yellow bounce platform, jump up to collect some Wumpa fruit. Move right and use another yellow bounce platform to get up to a higher walkway with six boxes of fruit. Then walk off the edge on the right to drop to a lower area.





Head right, down some steps, and avoid the next yellow bounce platform—it'll bounce you into a hot pipe. Keep going, and when you reach a place with four of these yellow platforms, bounce up to collect more fruit and reach a higher walkway. Continue to a checkpoint. Get onto a conveyor belt and jump over hot pipes. Ride it to the end and drop to the next belt. Avoid a spiky robot, then drop down to the next challenge.



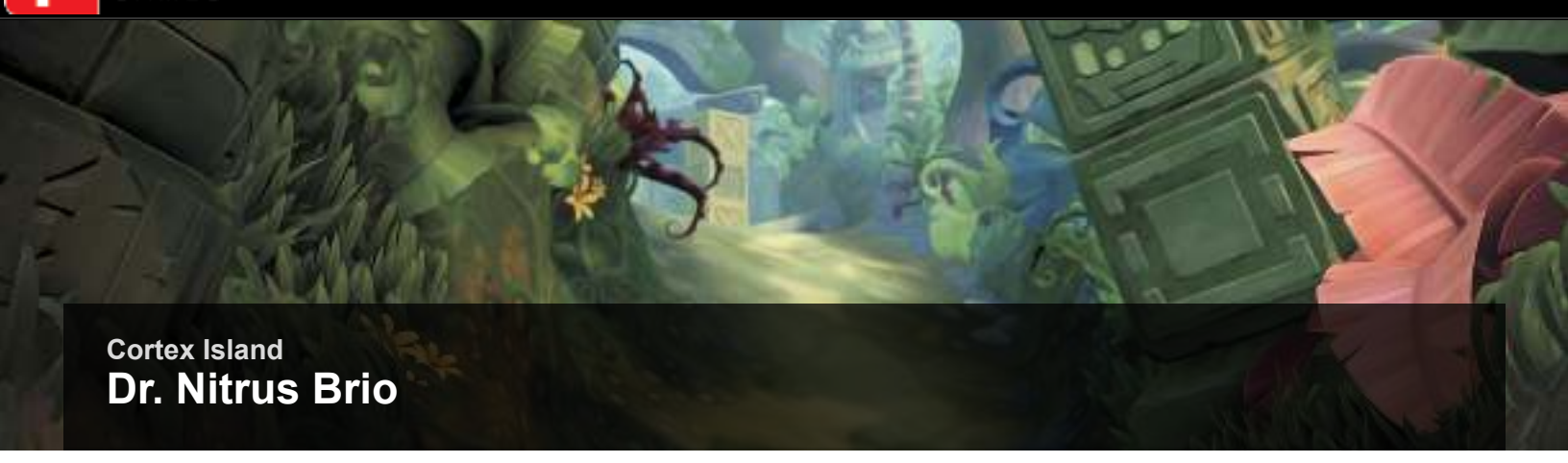
There are a lot of wooden boxes floating out over a gap. You need to get all of them. There's a trick to do this without falling. Jump across the top and only hit about every other box. Then go back and get all of the remaining top row as you return to the left. Drop to the lower row and jump across them to reach the walkway on the right. You also earn four extra lives for your efforts.

Continue right. Ride a conveyor belt and jump across hot pipes until you can jump over to an elevator platform. Jump to other elevator platforms. Watch out for surveillance robots. It's easier to defeat them with spin attacks than to avoid them. At the top, jump over a hot pipe and cross a series of steam vents. The key is to jump on one as soon as it closes. Then jump to the next when it closes. Deal with one vent at a time to avoid getting burned. Jump quickly since, when one closes, the adjacent vents open.

Jump onto a platform that moves left. As it goes under pipes, you must jump over them and then land on the platform. A turtle robot is on the last hot pipes. Jump onto the robot and then over to the left to land on the platform. From there, jump to the portal to exit the level.

Time Trial

Time Requirements



Cortex Island

Dr. Nitrus Brio

This is the second boss on Cortex Island and the toughest fight so far. However, once you learn the attacks, you can counter them and inflict damage. Nitrus starts off by throwing a flash of green chemicals. When it hits the ground, it turns into a blob monster. Stand on the B, then as soon as the flask hits, jump to land just short of the square—you'll drop onto the blob. Spin attacks don't work; defeat it with a jump. Next, Nitrus throws a purple flask. Start to one side, then jump to the other side when you see it in the air. It causes an explosion that deals damage.

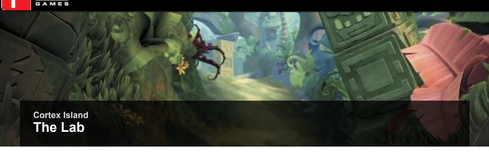
After the purple flask, Nitrus throws two green ones. The first lands in the same spot, the second to the left. Jump on the first blob as before; from there, jump left to land on the second. Use our screenshot to help you plan your jumps. If you miss, retreat from the blob. It jumps a few times. Wait for it to stop, then jump on it. You then must avoid three purple explosive flasks. Start on one side. As he throws the first, jump to the middle, to the other side, and then to the middle to avoid them all.

Now you deal with three blobs. The first two land in the same spots in the same order. The third lands in the square to the left of the B. You can't see it on-screen when you're jumping on the others, so jump to that location after defeating the second blob.

Nitrus throws six purple flasks. Again, start on one side and work your way over to the other side and back. Note that he always aims at where you are, not at where you will be. Keep moving!

At this point, in his desperation, Nitrus drinks his chemicals and turns into a large green monster. He plans to pound you. Spin attacks don't work. Jump up onto a brick that falls. Wait until he's almost in range of hitting you with his fists, then jump onto his head to inflict damage. Timing is key: jump too early, and you fall short; wait too long, and you get hit. When his fist hits right next to the brick, that's the time to jump.

Move to the brick on the other side of the lab and jump up onto it. Wait again until Nitrus is close, and jump onto his head a second time. Get up onto the next brick and repeat the process a third time to finally defeat this boss. You must get through this fight without losing a life, or you start over from the beginning. Once you defeat him, you earn the "Nitrus Broken" award.



Cortex Island
The Lab

Rewards: Yellow Gem—destroy all 36 boxes and complete the level without losing a life.

This level isn't very long. However, some of its challenges can be difficult. You must use switches to open doors or move grates over gaps in order to progress. The doors close and grates open after a short amount of time. You also face a new enemy.

Spin-attack the switch near the start to open the first door, then run through. In the next room, hit the switch to open another door. A grate in front of the door opens and closes. Hit the switch while the grate is open and run across while it's closed to get through the door into the third room.

Smash the box in the next room to grab the first Tawna icon. Next, time getting past the electrodes so you don't get zapped. Continue to the room with two switches. One controls the grate; the other controls the door. Hit the second switch, then the first. This gives you more time to cross the grate. Keep going to grab the second Tawna icon from a box. The next switch closes a grate. Wait for the electrodes on the far side of the grate to discharge, then hit the switch. Rush across the grate before you get electrocuted.

Jump across a gap and avoid a blob in the walkway before jumping over another gap. Hit a switch to open a door, then jump across a gap while avoiding electricity. In the next room are two stacks of boxes. A switch is buried in the first stack, while a TNT box is buried in the second. Break the boxes and jump on the TNT box to set it off. Run back near the switch, and after the explosion, hit the switch and run through the now-open doorway. Collect an extra life, then jump across a gap to grab the third Tawna icon from a box. Use the portal to access the bonus stage.

Tawna Bonus Stage

This bonus stage doesn't look too difficult. You must destroy 12 boxes, but only 10 are visible. Clear the three boxes away from the lower arrow box with a spin attack. Jump on the bottom arrow box and move to the side as you go up to get around the top arrow box and then land on top of it. Bounce up off-screen to break two hidden boxes, then get down and destroy both arrow boxes. Move to the right and bounce five times on each fruit box, then destroy the last two boxes before jumping to the end platform with the exit portal.

Back in the level, hit a switch and jump across a gap. Before you cross the next gap, look at the enemy you face. It's a lab assistant with electrified gloves. Spin attacks push him back. You can't jump over him, so go around. Move to the right as you jump across the gap. He moves to stop you. This gives you a chance to maneuver around to the left and get past him. Jump across another gap and hit two switches to close a grate and open a door. Quickly go forward and hit another switch to close a grate. As you cross the grate, a blob appears at the end of a walkway. Hit a switch to open a door and rush past the blob as it comes at you.

There are two more switches. Note that electrodes are near the door. As they arc, hit both switches, then run across the grate and through the door before they arc again. At the end of the next walkway, a lab assistant throws purple test tubes at you. Avoid getting hit and defeat him with a spin attack. Also use the checkpoint before you hit the switch to open the door to the next room.

Wait for the grate to close, then rush across to a stack of TNT boxes. Jump on one to set it off, then jump back to a ledge on the side of the grate so you don't fall when the grate opens. After the explosion, move forward to hit the switch to open the door. an extra life from a box and then use the switch to close the grate. Watch out for the electrodes at the end. In fact, hit the switch as they arc, then rush across. A scientist with electric gloves waits on the other side. Fake him out by moving one direction and then rushing around the other side. Jump across a gap, hit two switches, then advance through a doorway and across a grate.

Two sets of electrodes are before you. A blob also appears and moves toward you. Dodge the blob and get past the first pair of electrodes. Hit the switch to open and door, then get past the second pair and jump over a gap to reach two boxes with extra lives. Hit the switch to open the door, then get to the edge of the opening so the door doesn't hit you when it closes. It's a long way across this grate, and timing is important. Get into the rhythm, and while it's open and the electrodes have stopped arcing, jump high and out over the gap so the grate is closed by the time you land. Keep moving and jump off the end of the grate to cross the gap.

Hit the switch to open the door into the last room. Make your way past electrodes and jump onto a row of three TNT boxes. As soon as you land, run forward and jump from the last box over to the final platform where the exit portal is located to finish the level.

Time Trial

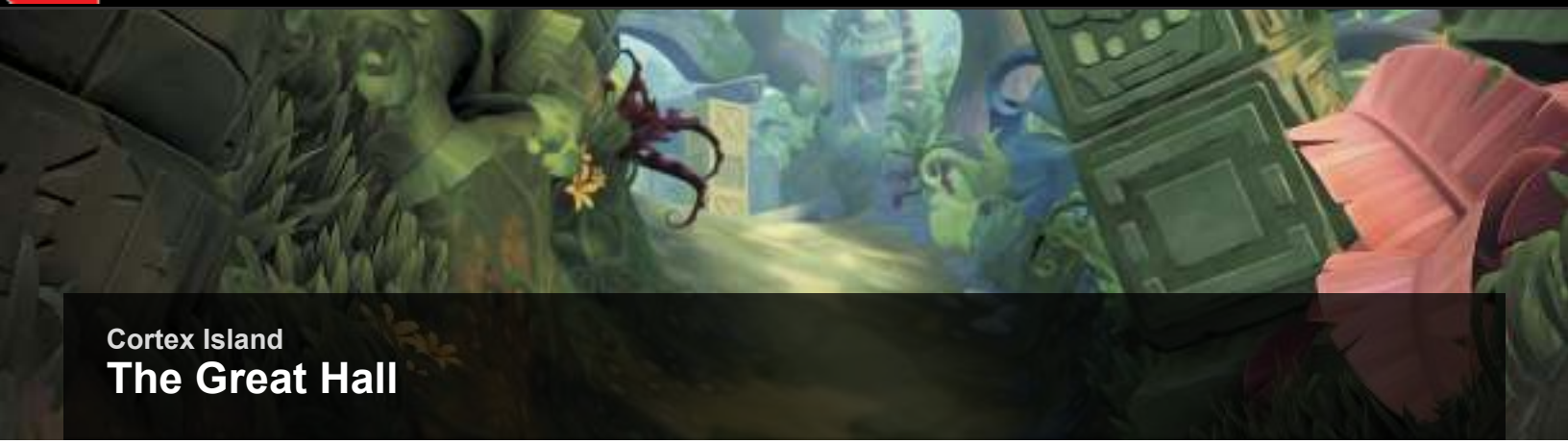
Time Requirements

Sapphire: 1:20:00

Gold: 0:56:22

Platinum: 0:44:92

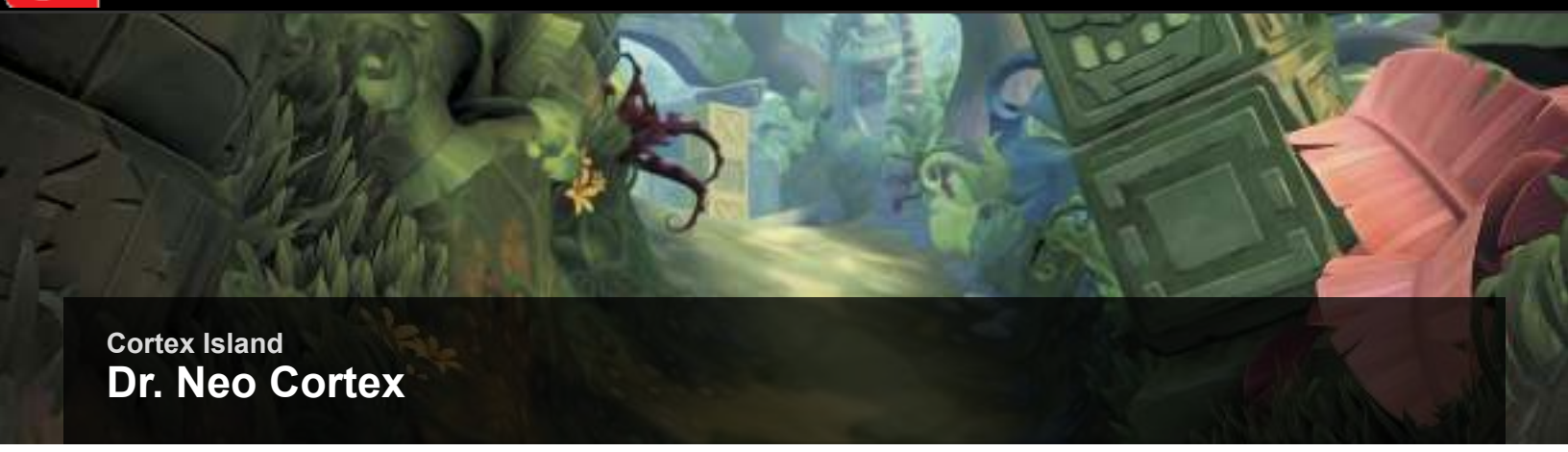
The time trials are fairly short for this level. While most of the level can be done quickly, watch the electrodes and use caution when getting around the lab assistants with the electric gloves. In the room with two stacks of boxes, you find a lot of time boxes. Hit the switch under the first stack, but remember there's a TNT box under the second stack, so use caution with your spin attack. If you keep moving and don't die, you can get through in the required times.



Cortex Island

The Great Hall

After you complete the Lab, you next go to the great hall. All of the Clear Gems you've collected are here and are used to get to the end scene. Jump onto the first gem and ride it to the right. Then jump across a series of gems to reach the end. Once you jump onto the first gem, you earn the "A Hidden Gem" award.



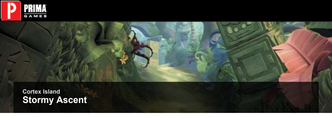
Cortex Island

Dr. Neo Cortex

You've finally reached the last boss of the game! Dr. Neo Cortex fires his energy gun at you. There are three colors of energy balls. Purple balls travel in a straight line directly at you—jump out of the way. Blue balls are shot first at the sides of the screen, then move across. Those on the right move low and to the left. Blue balls shot to the left move high and to the right. Green balls are shot near the center. They can kill you if they hit you. However, they're the only ones you can hit back toward Cortex with a spin attack.

For the first round, Cortex shoots two purple balls, then a green. Hit the green back to inflict one damage on him. Now he fires purple, blue, purple, blue, blue, green, and green. Send two green balls back to score the second hit.

For the third round, Cortex fires several balls before he sends out green. This is followed by more blues and purples before two more greens. Send back three green balls to score the third hit. The fourth hit is quicker. Cortex fires off several purples, followed by a green. Dodge the purples and hit the green. Two green balls inflict the damage this time. Finally, hit back the first green he fires to defeat him. For your efforts, you earn the "Cortex N. Capacitated" award.



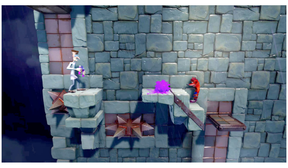
Cortex Island

Stormy Ascent

Rewards: Clear Gem—destroy all 56 boxes.

This extremely challenging level is set on the side of a castle, which Crash must scale to reach the end, smashing boxes along the way. You must make numerous carefully timed jumps and pinpoint landings to complete this level.

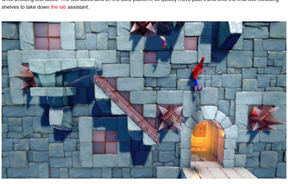
Smash some boxes right at the start to grab an Aku Aku mask, then jump up a series of stairs. The second flight includes a section that retracts, so time your jump. At the top of the second flight, a lab assistant throws test tubes at the landing. As soon as one hits, jump up onto the landing and then to the right to hit the enemy with a spin attack. Ride a platform to another series of stairs, some of which retract. Stop at an alcove and destroy some boxes for a Nitrus Brio icon.



Head up more stairs and ride a platform up. Jump across to a shelf that extends and retracts to reach another flight of stairs. Watch for a prisoner who reaches out and tries to grab you at the top. Continue up a series of stairs, sliding shelves, and elevator platforms to find another test-tube-throwing foe. From the elevator, jump across to some steps, then wait for an opening to take him out. Ride another elevator platform to some stairs, then jump onto moving platforms. Jump onto a ledge to break a fruit box, then ride the platforms around and up to an elevator platform.

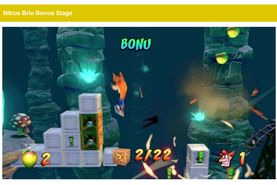
Jump across onto the back of a bird, then to more steps. Ascend to an alcove with a checkpoint, then jump onto a fast-moving platform—don't miss, or you'll hit the spikes below. Continue to the right on a tilting series of platforms. Jump onto one, then to the middle platform, then quickly jump to the right and off to an alcove with a couple more boxes. Jump across the back of a bird and spin-attack to hit a prisoner to prevent him from grabbing you. Jump onto some retracting steps, then quickly onto moving platforms. Continue to the right until you encounter a third lab assistant, who's busy throwing test tubes at a retracting shelf. Time your movements to cross the shelf without getting hit. After eliminating the enemy, hit the Aku Aku box and grab a second Nitrus Brio icon.

As you move right, you cross a series of moving platforms. Where the platforms move in circles, jump from one to another—quickly to avoid getting knocked off. Continue across a couple birds to an alcove. Now jump down onto a retracting stairway, and just before it retracts, jump onto a retracting shelf and into another alcove with a checkpoint. Cross a series of shelves while avoiding test tubes. The test tubes land on the solid platform, so quickly move past it and onto the final two retracting shelves to take down the lab assistant.

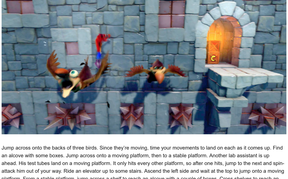


You encounter a series of retracting stairways leading down. Time your jumps to eliminate the prisoner and avoid spikes as you land on solid platforms containing boxes. As you descend, run down the stairs and jump before they retract. If you jump at the top, you'll hit a spike. At the bottom, break boxes for an extra life. Time your jump onto a shelf and then a series of moving platforms to reach an alcove. Find the third Nitrus Brio icon here, then access the nearby portal to the bonus stage.

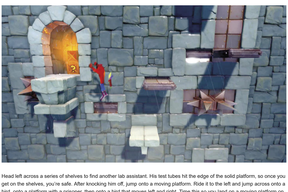
Nitrus Brio Bonus Stage



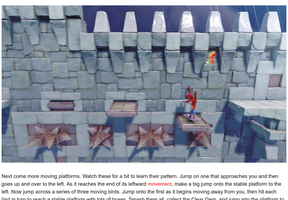
This is a tough bonus stage with 22 boxes. Move forward and spin-attack a box for an extra life. Jump over to a TNT box and wait until it's about to explode. Time this just right; jump back to the left to land on an iron box as it appears. Spin-attack to get two more extra lives, then move left and hit a switch. Jump to the arrow box on the right, and land on another TNT box. Move to the right before it explodes. Jump and spin the box above, and then jump on a fruit box three times to hit all the boxes above it except for the extra life box. Then jump to the right before you destroy the fruit box. Move right and spin-attack a wooden box to cause a TNT box to drop. Get to the end platform and wait for the explosion. This causes two iron boxes to bounce up and down. Jump onto them to get on top of a row of TNT boxes. As you land, you start one counting down. Head left and jump across onto the extra life box to reach the platform on the left. Hit the extra life box, and a TNT box drops. Now jump left to land on the fruit box. It's destroyed after one jump, so land on the platform to the right. Get past the bouncing iron boxes, and take the portal back to the level.



Jump across onto the backs of three birds. Since they're moving, time your movements to land on each as it comes up. Find an alcove with some boxes. Jump across onto a moving platform, then to a stable platform. Another lab assistant is up ahead. His test tubes land on a moving platform. It only hits every other platform, so after one hits, jump to the next and spin-attack him out of your way. Ride an elevator up to some stairs. Ascend the left side and wait at the top to jump onto a moving platform. From a stable platform, jump across a shelf to reach an alcove with a couple of boxes. Cross shelves to reach an elevator, and ride it up to more stairs. Time your movements to get past the retracting part and onto a stable platform. Head up a series of shelves with timed jumps to another elevator, and ride it up. Climb more stairs and ride another elevator to reach a checkpoint.



Head left across a series of shelves to find another lab assistant. His test tubes hit the edge of the solid platform, so once you get on the shelves, you're safe. After knocking him off, jump onto a moving platform. Ride it to the left and jump across onto a bird, onto a platform with a prisoner, then onto a bird that moves left and right. Time this so you land on a moving platform on the other side. Wait until the platform begins moving to the left to jump onto the bird, and you should be able to land on the platform. Now cross a series of shelves to reach a stable platform.



Next come more moving platforms. Watch these for a bit to learn their pattern. Jump on one that approaches you and then goes up and over to the left. As it reaches the end of its leftward movement, make a big jump onto the stable platform to the left. Now jump across a series of three moving birds. Jump onto the first as it begins moving away from you, then hit each bird in turn to reach a stable platform with lots of boxes. Smash them all, collect the Clear Gem, and jump into the platform to complete the level.

Time Trial

Time Requirements

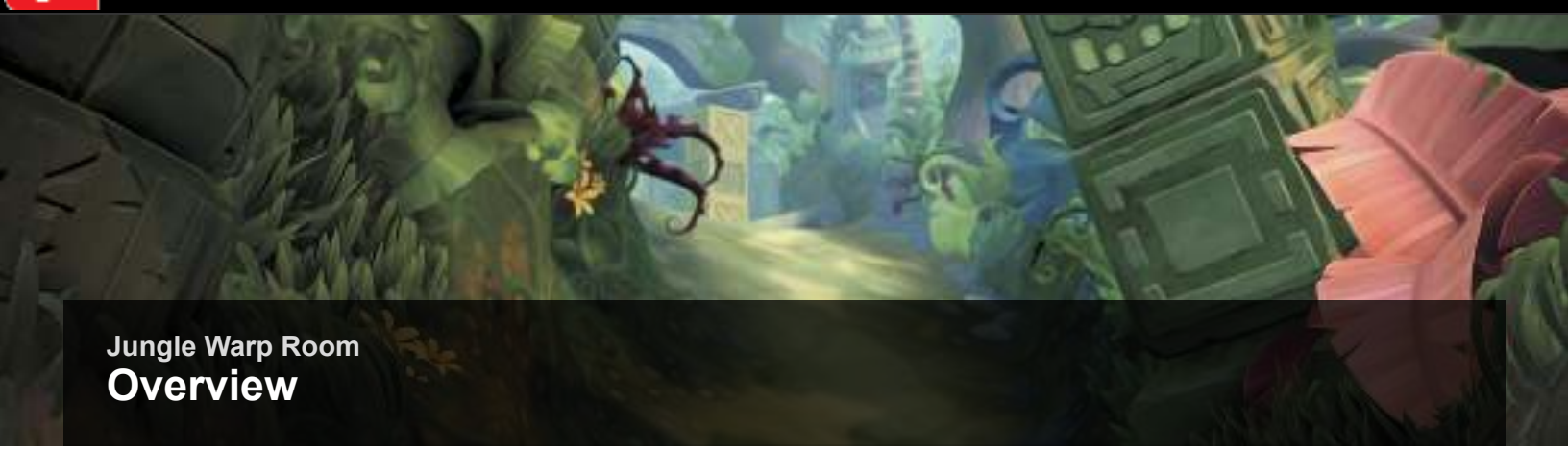
Sapphire: 7:00.00

Gold: 4:30.00

Platinum: 3:10.00

This level is tough to get through without losing a life. To do it quickly without losing a life is tougher still, and to earn the platinum relic, you need a near-perfect performance. Sapphire isn't too difficult if you can survive, and gold is achievable once you get the timing down. To get a good time, follow the directions in the walkthrough, with a few exceptions. Only go after time boxes and Aku Aku boxes. If picking up a time box takes you longer than the time it saves you, skip it. In most cases, if you keep moving, you can time the moving platforms correctly. Only pause for elevators and retracting stairs. Get the timing of the shelves down before you jump across them.

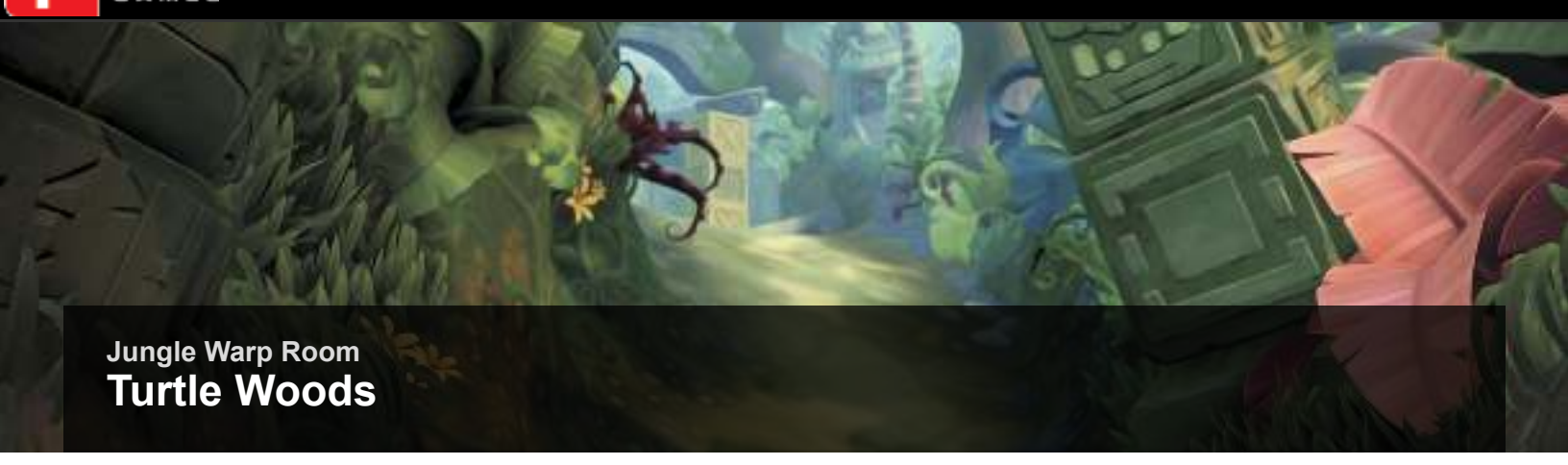
There's a shortcut you can take if you have at least one mask and can survive some spikes. When you're crossing the long stage to the right after your initial ascent, stand on the last shelf before you reach the second lab assistant, and fall a bit to the right. You'll most likely hit a spike, but you land on a platform with two time boxes. From here, head downstairs and continue to the end. This can shave off a few seconds and make the difference between gold and platinum.



Jungle Warp Room

Overview

After the prologue, you find yourself in the Jungle Warp Room. There are five rooms, or levels, as well as a boss fight. Tackle the rooms in any order. To unlock the next warp room, you must collect a crystal in each of the five levels here.



Jungle Warp Room
Turtle Woods

Rewards: Clear Gem—destroy all 62 boxes. Blue Gem—don't smash any boxes.

This is a fairly basic level that lets you get used to some of the new features and challenges in the game. Start off by moving along the path and smashing boxes. There's an armadillo walking across the path—jump over it or dodge it. Jump on the fruit box for lots of Wumpa fruit; you hit the floating box as well. Continue down the trail and through the water without fear of losing a life.

Watch out for gaps on the side of the trail as well as across the trail. Spin-attack to get rid of armadillos. Keep going until you come to a stone circle in the middle of the trail. Jump up and press the Crouch button to do a Belly Flop right onto the stone to break through and enter a secret area.

You drop into a lower area with waterfalls. Break the boxes and make your way to the right. Don't spin-attack the turtles down here—their spikes will kill you. Instead, either jump over them or jump on them to flip them over so they can't hurt you. Keep going until you see a large bird come at you. Jump over it or onto its back to defeat it.

Stay up on the high platforms. Don't worry about the nitro boxes; you can take care of them later. Jump onto the backs of the large ostriches to force them to stick their heads into the ground. Now you can drop down and get the last wooden boxes. Move right and avoid the bird that swoops down at you. Before you get onto the platform that takes you back up to the level, hit the switch to detonate all the nitro boxes.

After you're back on the trail, grab a mask and use the checkpoint. Get past more of those spiky turtles and continue until you find a circular stone with a "?" on it to enter the bonus stage.

Bonus Stage

You only need to get five boxes to complete this bonus stage. Jump up onto platforms to smash the boxes, then get to the end. One of the boxes holds an extra life.

Continue down the path. Smash boxes along the way, including those in the water. As you rush on, use the checkpoint and then smash through a wall of boxes. Drop into the large, aquare pit. You can't jump over it. As you hit the bottom, moles start popping up. Defeat them with spin attacks to make a mushroom grow. Jump onto the mushroom to escape the pit.

On the path, jump on the lone turtle to flip it over, then jump onto it to get up to a hidden box above it. Drop into another pit and defeat more moles to get the mushroom for jumping out. Be sure to pick up the crystal along the way. Continue to the end of the level, collect your Clear Gem if you've smashed all the boxes, and take the portal back to the warp room.

Time Trial

Time Requirements

Sapphire: 1:15:00

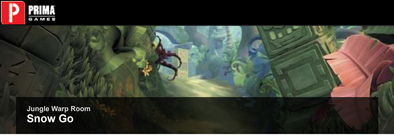
Gold: 0:56:87

Platinum: 0:45:47

While this level isn't too long, there are things you can do to speed up your time. When traversing the water, which slows you down, jump as far out into it as possible so you have less to get through. Only pick up Aku Aku boxes and time boxes; leave the rest behind. Skip the secret and bonus stages, and get out of the pits as quickly as you can.

Blue Gem

Once you get the Clear Gem, play this level again for the Blue Gem. Instead of collecting all the boxes, you need to get through the level without breaking any. Skip the secret and bonus stages. The toughest part is the wall of boxes. The trick is to use the box of fruit—it takes five jumps to break. Find it, jump onto it, and get over the wall. Earning the Blue Gem can be a challenge, since Crash is accustomed to breaking every box he sees.



Jungle Warp Room

Snow Go

Rewards: Clear Gem—smash all 74 boxes.

This level takes you from the forest to the snow. Remember that snow is icy and slippery, so in some areas, you may not be able to stop easily. You also face new enemies.

At the start, you face three different crates. Stay away from the nitro boxes—touching them costs you a life. However, you need to jump on the TNT box since it counts toward the Clear Gem. Grab the mask from the Aku Aku box. Follow the snowy path, and you come across penguins. They have their own spin attack. However, they're easy to avoid; simply go around them. You can spin-attack them as long as they're not spinning.

Eventually you reach a small frozen pond with several boxes on it. Crash slips and slides on the ice. Be careful around the TNT box. Jump on it, then skate away. As you leave the pond, you encounter seals. Either dodge them or use a spin attack to defeat them. After you jump a gap, they come sliding down the slope toward you. The next frozen pond holds nitro boxes—skate around or jump over them. This is tricky, so be careful. Once you get past them, jump on the stone platform, ride it to a higher area, and use the checkpoint.

This part of the level side-scrolls. Move along, clearing out boxes and defeating penguins and seals. When you come across stone along the path, watch out. A door drops shortly after you touch it, so cross quickly. After jumping across a gap and avoiding a nitro box, drop down a shaft to see a "?" on the wall, and enter the bonus stage.

Bonus Stage

This stage has 10 boxes in need of smashing. While the stage may seem fairly simple at first, some of the platforms are icy, so be careful you don't slide right off the edge. In addition to the boxes, there's a lot of fruit down here, so gather it to get you closer to an extra life. At the end of the stage, ride the platform back up to the level.

After jumping off the bonus stage platform, hit a switch to make several boxes appear. Smash them, then jump across a gap to a strip of ground with a seal. Defeat it, then continue across another gap. Grab a mask before dropping down a shaft to a lower area.

Use the checkpoint, then hit the switch nearby to detonate all nitro boxes in the level. Skate across a pond, jumping over a gap, then either dodging or defeating a penguin. Smash through a wall of boxes and collect the crystal. Get past more penguins, then pass by some wire-framed boxes. Jump up on an iron arrow box to reach the ledge.

Jump on another iron arrow box. Smash the fruit box above it, then jump on the arrow box to soar higher and hit a hidden switch off-screen. Now return for two boxes that appear, one of which contains an extra life. Continue along the path and up a slope, past sliding seals, and into the portal room where you pick up your Clear Gem before returning to the warp room.

Time Trial

Time Requirements

Sapphire: 1:10.00

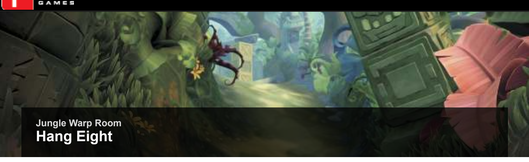
Gold: 0:49.64

Platinum: 0:42.88

This is a good level for a time trial. If you keep moving, you can time most of the traps and pass right through them. Hit the switch on the side-scrolling area to make four time crates appear. As you're rushing, be extra careful of the slippery icy areas. You don't want to fall into a gap or slam into a penguin.

Red Gem

You can earn the Red Gem in this level. However, you must first reach the Air Crash level. A platform in that level takes you to a portal room where you can access a secret area in Snow Go. Once you get there, you traverse a side-scrolling area with all ice. There are several empty spots as you go. Move past them and defeat a penguin near a nitro box. Continue and hit a switch, then backtrack and jump up on iron boxes for fruit and masks. If you can get invincibility, the rest of this stage is easier. Quickly move to the right. There are several nitro boxes to maneuver around—go right through them if you have invincibility. Pass a good number of penguins, then drop down a shaft. Collect the Red Gem along the way. You land in the Snow Go level and must then continue all the way to the end like you've done previously.



Jungle Warp Room
Hang Eight

Rewards: Clear Gem 1—smash all 74 boxes (Blue Gem required to get all of the boxes). Clear Gem 2—finish the level before the timer runs out.

You can earn two Clear Gems in this level. While it's possible to claim both on one playthrough, that means worrying about collecting every box while simultaneously trying to beat the clock. It's easier to tackle each challenge separately. Also note that this is a water level. Don't touch the water, or you automatically lose a life.

As you start the level, move along stone platforms. Jump across a gap, then follow the platforms along the river and up the side of a waterfall. Watch out for round pillars in the water. They drop, so don't jump onto them. Make long jumps to cross to the next platforms. Keep going until you reach the checkpoint.

As the stone walkway changes to wood, hop onto a surfboard. Maneuver back and forth to pick up all of the boxes, then dodge the mines and whirlpools until you reach the next dock with a checkpoint. It takes practice to move on the surfboard. Follow the stone walkway to a "?" circle. Ride it up to the bonus stage.

Bonus Stage

The platform takes you up into the trees above the river. You need to destroy 11 boxes here. Jump up onto the higher platform and spin-attack the stack of boxes to take out one so the TNT box drops. Move back so the explosion doesn't hurt you. On the next platform, slide under the iron boxes. Smash the remaining boxes and grab an extra life before you jump onto the platform, which takes you back down to the level.

Blue Gem Path

If you have the Blue Gem from the Turtle Woods level, there's a blue platform—located after you exit the bonus stage—that takes you to a secret area where you find the rest of the boxes. Jump across to a moving pillar. Ride it until it's across from the hippo, then jump to the hippo's back and onto a stone walkway. Continue past a carnivorous plant and through a wall of boxes. Jump over some nitro boxes to reach a checkpoint. Jump over more nitro boxes to reach a dock, then jump onto a surfboard. Ride it past mines to reach a switch, then come back to collect all of the boxes that have appeared floating over the river. Use the jumps to get the surfboard high enough to reach the boxes. When you come to the dock, hit the switch to detonate all the nitro boxes, then jump onto the blue platform to ride it back to the level.

You must now jump onto the backs of hippos to cross gaps. Be sure to collect the crystal. Hit the checkpoint, then ride a surfboard through another section of the river. You have to take some jumps to get a box and over a wall—time it so you don't land on the mines that move back and forth. Get past a carnivorous plant to reach the Clear Gem, if you've met the requirements, and the portal to exit the level.

Clear Gem 2

To earn this Clear Gem, you must complete the portion of the level from the first checkpoint to the end in less than 60 seconds. The key is to forget about boxes and skip the bonus stage. Blaze through the two surfboard sections and rush along the walkways to reach the end. Make good jumps, and you should arrive at the portal area with time to spare.

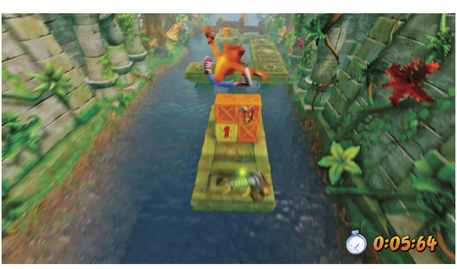
Time Trial

Time Requirements

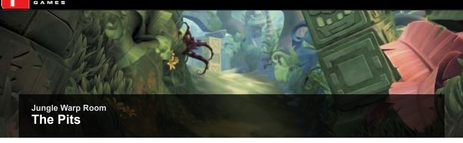
Sapphire: 1:20:00

Gold: 1:02:93

Platinum: 0:56:24



If you've earned the second Clear Gem, this time trial isn't too difficult. There aren't many time boxes, so the key is to reach the end while ignoring any other boxes. Be careful of the mines while riding the surfboard, since they can sink your attempt.



Jungle Warp Room

The Pits

Rewards: Clear Gem—destroy all 54 boxes.

The start is similar to Turtle Woods. Jump over some gaps and get past some turtles with spikes. After picking up a mask, be ready for a bird to fly right at you. Jump out of the way to avoid it, then smash some boxes. Don't spin-attack the TNT box. Instead, collect the rest, jump on the TNT box to set it off, then jump across the gap to continue before it explodes.

There are more birds along the trail. The one you face after jumping across the gap can be tough since you have little room to dodge. Instead, jump up and either go over it or land on its back to defeat it. Keep going past a spiky turtle and pick up the checkpoint.

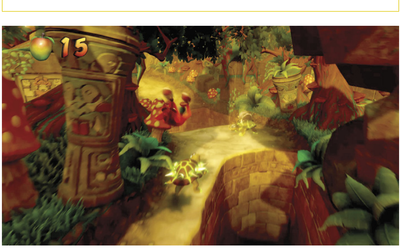
Another bird comes at you as you cross a narrow pathway between gaps. You must jump over this one. Watch out for the next turtle. Though there are no spikes, it has a trap on top, so avoid it or use a spin attack.

When you come to a fork in the trail, go left. This takes you to a checkpoint, as well as a switch that activates hidden boxes on the right path, and also contains the crystal. Once you get the gem, backtrack to the fork and take the right path.

As you continue, watch for the turtles. Expect a mix of spiky and trap turtles—some are right next to each other—and look carefully to determine whether to jump or spin-attack. A bird swoops down on you, so jump over it. After the two trails converge again, use the checkpoint and keep going. Drop into a pit and eliminate those moles so a mushroom grows and lets you back out. Step on the circular "?" stone to enter the bonus stage.

Bonus Stage

These bonus stages are getting tougher. There are 23 boxes in this one. Jump up on the reinforced box to collect the fruit box, then do a Belly Flop on the reinforced box to destroy it. Jump up on some TNT boxes for more fruit, then rush to the right. Slide under a mass of iron boxes to crash through wooden boxes. Jump down a set of fruit boxes, but don't break them. Destroy some wooden and reinforced boxes, and keep heading right. Hit the switch, then backtrack to the left for the boxes that have just appeared. Return across those fruit boxes to the platform, which takes you back to the level.



Advance through two pits and past turtles to reach the Clear Gem and the portal that takes you back to the warp room.

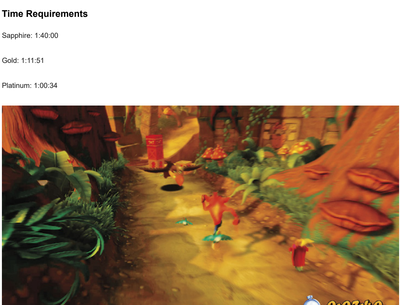
Time Trial

Time Requirements

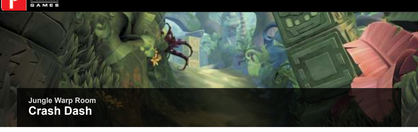
Sapphire: 1:40:00

Gold: 1:11:51

Platinum: 1:00:34

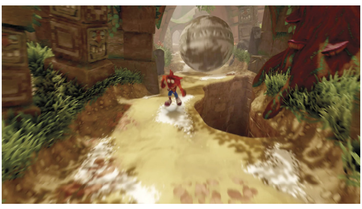


There are a lot of threats along this route, which makes rushing through the level dangerous. However, you don't have to wait for traps. Jump over turtles, birds, and armadillos. Take the left path since it offers more time boxes. When you come to the pits, run and try to jump over them—it can be done, but you have to jump just after you cross the edge. If you fall in, instead of using spin attacks on the moles, jump on them to get up and out of the pit. Continue all the way through the portal room to the portal to stop the clock.



Jungle Warp Room
Crash Dash

Rewards: Clear Gem—smash all 44 boxes.



This level has Crash running away from a giant rolling boulder. There are a few safe spots where you can stop for a bit; however, when the boulder is chasing you, there's no time for stopping. Keep running, and watch for the access point to the bonus stage.

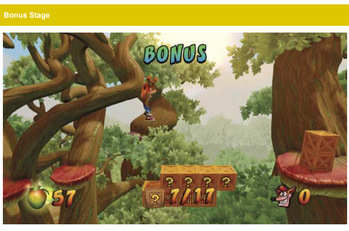
As you exit the portal room, smash several boxes before the run begins. Stay left to avoid a gap on the right side. After jumping a gap, go right to avoid another gap on the left. Dodge some land mines and enter an archway, where you find more boxes and a checkpoint. The land mines don't hurt you. However, they bring you to a stop for a bit, allowing the boulder to gain distance.

When you're ready to continue, start running again. There are more land mines and then a gap to jump over. Go right and then left to avoid side gaps, then jump across a gap before jumping over land mines blocking your path. Stay right to avoid an electrical barrier. Following the path of Wumpa fruit leads you past two more of these barriers, to another archway with boxes and a checkpoint. Grab the extra life!

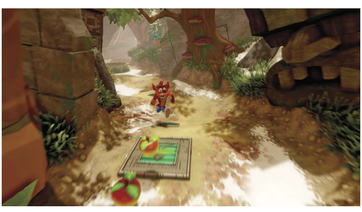
As you resume running, stay in the middle to get past mines, then go left around an electrical barrier. Go right and then left around two more barriers. After jumping over a gap, stay right to avoid nitro boxes.

After jumping over another gap, continue on the right side so you don't fall in a side gap. After going under an archway, pick up the crystal. The boulder falls into a hole behind you. Jump onto a circular platform, which takes you to the bonus stage.

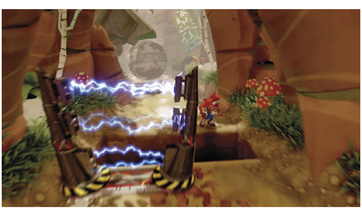
Bonus Stage



Seventeen boxes inhabit this stage. You're up on platforms in the trees again. Jump across to the first section and destroy two wooden boxes. Jump past an iron arrow box, careful that it doesn't hit you. Jump onto a second iron arrow box to ascend to higher platforms, and move to the right. Drop down and stand to the right of a stack of boxes. Carefully jump up and perform a spin attack as you come down to only hit the wooden box with an extra life, not the TNT boxes. Retreat before they explode. Now jump onto two rows of floating boxes. The fruit boxes on the bottom row take five jumps to be destroyed, so count to avoid falling. Jump across to the last platform to get the last two boxes, and take the round platform back to the level.



Though the boulder isn't chasing you, move along the path and try out the green speed boosts that take you to the next archway with more boxes. Stay to the middle or right as you jump across two gaps to avoid a land mine. After getting past more land mines, stay right so you can hit a box as you jump across more gaps.



Use speed boosts to get out ahead of the boulder. Jump over a land mine while avoiding a side gap on the right, then move to the right to jump a gap and miss an electrical barrier. Jump two more gaps and stay right to pass another barrier. Dart to the left for two boxes behind the barrier—one holds an extra life. Zigzag around two more barriers and collect the boxes behind them before rushing into the portal room to grab the Clear Gem. Take the portal to exit the level.

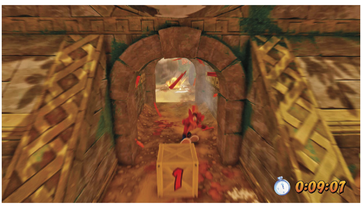
Time Trial

Time Requirements

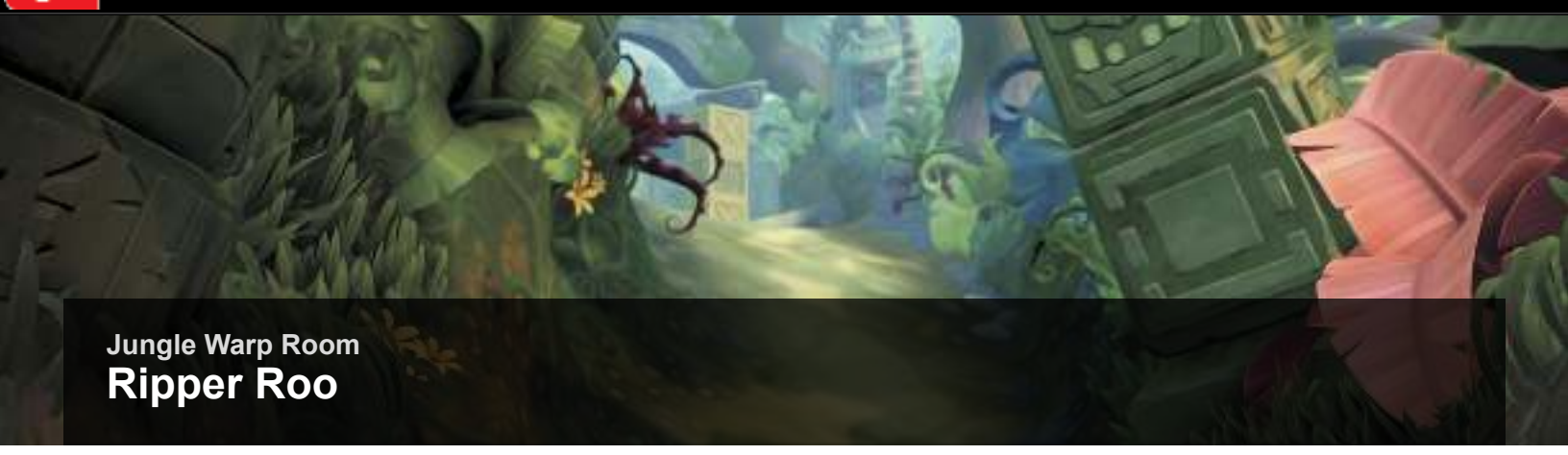
Sapphire: 1:33:00

Gold: 1:07:22

Platinum: 0:59:68



This is a tough time trial, even though the level is sort of a time trial itself. You can't stop in the archways, and you need to know the level well to avoid the traps and obstacles. There are a few time boxes, mostly in archways, while one is behind an electrical barrier. Use the speed boosts to your advantage. When you enter the portal room, don't stop until you jump onto the portal, since the clock keeps running until that point.



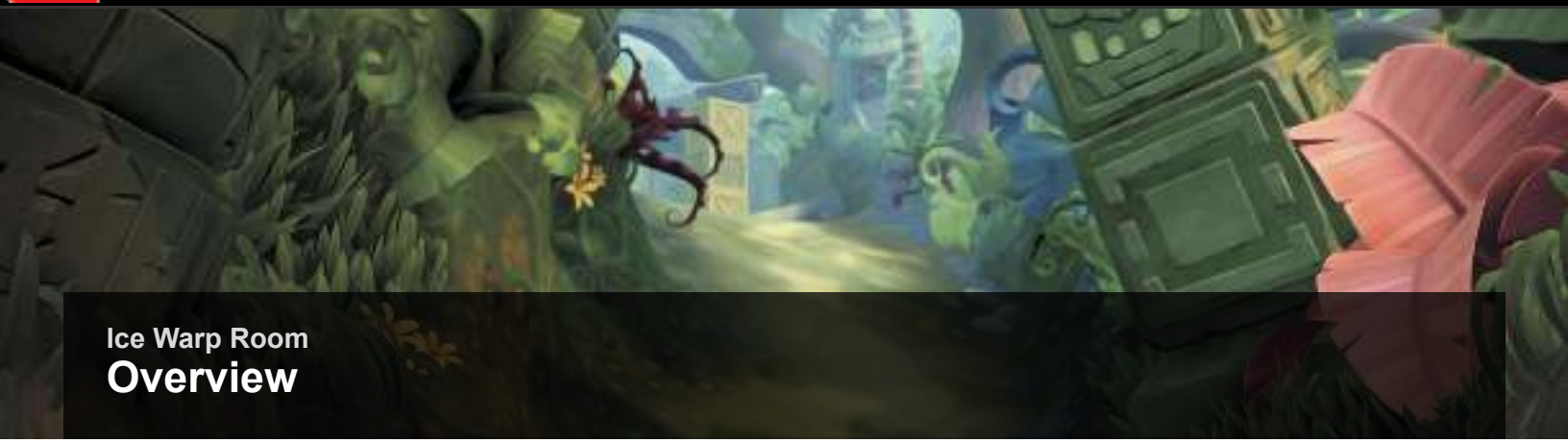
Jungle Warp Room
Ripper Roo

Once you collect the five crystals from the five levels in the Jungle Warp Room, you can fight Ripper Roo. Ripper Roo starts off by jumping around the area, leaving behind TNT panels. Stay away from them and wait for them to detonate. Just hang on for now. You can't hurt the boss yet, so stay back.

Next, Ripper Roo drops nitro panels. Stay in a corner to avoid them. After they detonate, Ripper Roo is stunned. Move in and hit him with a spin attack to inflict one damage on the boss.

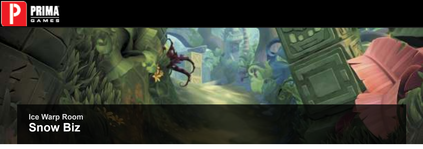
Ripper Roo repeats his tactics, again planting TNT and then green nitro panels. The best position for you is in the lower part of the area. Stay away until the nitro blows up, then move in for another spin attack against the stunned boss.

For the third phase, you must move around to avoid getting jumped on or running into TNT panels. After they explode, stay away from the nitro panels. When Ripper Roo is stunned again, move in for the final spin attack to defeat this boss and earn the "Professor Pulverized" award. Then continue to the next warp room.



Ice Warp Room
Overview

As you would expect from the name, Crash spends some time in wintery climes in this warp room. Luckily, he aslo gets to thaw out in the jungle as well before facing off against the Komodo Brothers!



Ice Warp Room
Snow Biz

Rewards: Clear Gem—destroy all 125 boxes (Red Gem required to get all of them).

This level takes place in the snow, so expect icy areas where Crash can slip. Since you need the Red Gem to get all of the boxes, consider first completing Air Crash, the second level in this warp room, since you earn the Red Gem there. This can save you from having to play through Snow Biz a second time.

Right from the start, you deal with ice. Skate and jump across a gap, then avoid a seal and a penguin as you slide into a stack of boxes. Use an arrow box to get up the side of a cliff, then jump across a gap to four boxes. Jump on the wooden box first for some fruit, then jump on one of TNT boxes to set it off. Quickly jump across the next gap to get away before the explosion.

Continue up a slope, dodging sliding penguins, then cross an icy pod with seals. Jump over a gap, then reach a platform that carries you up to the next area and a checkpoint. You now face hedgehogs. Don't jump on them or use a spin attack; their spines hurt. Jump over them and keep going. Break the boxes and grab the mask.

If you don't have the Red Gem, head past the red platform and up a slippery slope. When you jump across the next gap, time it so you don't get hit by a falling log. Slide down an icy slope, jumping up to clear out boxes on your way down.

Red Gem Path

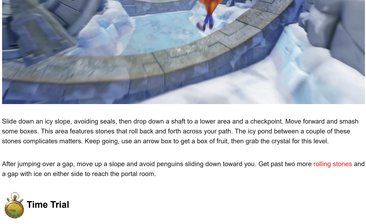
Shortly after you arrive at the side-scrolling part of the level, a red platform is activated if you've already collected the Red Gem. Ride it up to a higher area, use the checkpoint, and start busting boxes. Get all the fruit you can, then jump over a nitro box. Jump over two hedgehogs, and when you come to a bridge of reinforced boxes, do a Belly Flop to destroy them all. Jump on the arrow box below them and hit a TNT box floating up high. A switch above it makes new iron boxes appear after the explosion. Continue to the right and use those iron boxes to get onto arrow boxes. Jump up onto the wooden boxes above them.

Keep going right, avoiding threats while breaking the rest of the boxes. When you reach bridges of wooden planks, cross them quickly to avoid falling. Watch for falling icicles. When you come to a hedgehog paired with a nitro box, wait until the creature puts down its spines, then slide into it to defeat it. Hit the switch to detonate all the nitro boxes, then use the stone platform to return to the level.

Now you need to move through an area of seals, icicles, and dropping doors and logs. From behind some rocks that block your view, jump up to break the boxes there that are hard to see. When you spot a shaft with a "?" next to it, drop down to the bonus stage.

Bonus Stage

There are 18 boxes in this stage. One near the start is very high. Crouch down and then jump up to get it. Several of the platforms are icy, so use caution as you jump over gaps. When you see empty spaces, keep going until you hit a switch, then backtrack to collect those boxes. Near the end is a stack of boxes combined with a couple of TNT boxes. Hit as many wooden boxes as you can, then move out of the way. Jump onto the stone platform to return to the level.



Slide down an icy slope, avoiding seals, then drop down a shaft to a lower area and a checkpoint. Move forward and smash some boxes. This area features stones that roll back and forth across your path. The icy pond between a couple of these stones complicates matters. Keep going, use an arrow box to get a box of fruit, then grab the crystal for this level.

After jumping over a gap, move up a slope and avoid penguins sliding down toward you. Get past two more rolling stones and a gap with ice on either side to reach the portal room.

Time Trial

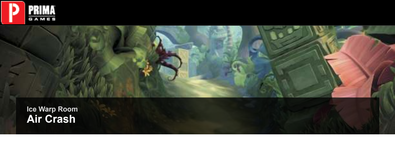
Time Requirements

Sapphire: 1:31:00

Gold: 1:09:82

Platinum: 0:51:97

This level has some challenges for time trials. You don't have time to wait for hedgehogs and penguins to get out of your way. Be ready to jump over them. Prepare to use your spin attack when seals are in your path, especially when you're sliding down an icy slope. If you keep moving, you can get past icicles before they fall, and pass by falling logs or doors before they drop. Skip any secret or bonus stages and hit all the time boxes. If you miss one, though, keep going. It often takes longer to backtrack to it than the time you save by using its ability.



Ice Warp Room

Air Crash

Rewards: Clear Gem 1—destroy all 102 boxes (secret passage required from Bear Down in the Sewer Warp Room). Clear Gem 2—get through the death route.

The first time you play this level, go for the crystal. You need it to unlock the boss battle and then access the Sewer Warp Room, where a secret passage exists back to Air Crash. During this first playthrough, take the death route for the second Clear Gem as well, since you don't need to worry about boxes. Just don't lose a life.

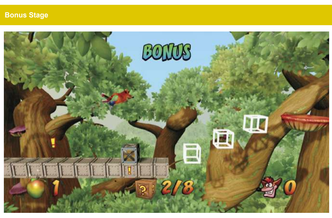
As you begin the level, jump over to a platform with a carnivorous plant and hit it with a spin attack. Jump to a moving pillar and ride it to the left to mount more stone steps. Follow them, jump across a gap, and deal with a plant to collect some boxes.

Jump across to two moving pillars, then onto a stone walkway. Follow it to the checkpoint, watching out for jumping piranhas along the way. An arrow box on the left lets you reach the fruit box floating above it. The fruit box can be difficult to see while you're moving along the walkway.

Ride the surfboard around to hit boxes and avoid mines. Use the jumps to break boxes floating high above the river. Jump over a wooden wall, then maneuver between nitro boxes to reach the dock and a checkpoint.

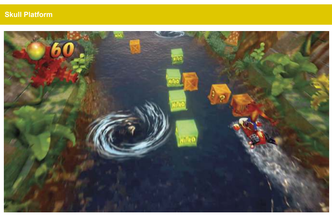
Jump across to the back of a hippo and then a pillar that sinks. You must time these jumps, since the hippo sinks as well if you don't get off its back quickly. Continue to the round "?" platform to access the bonus stage.

Bonus Stage



Smash eight boxes to complete this stage. Jump across to the iron boxes, then onto a switch to make more appear. Continue to the next switch and hit it after removing a wooden box. Jump on the TNT box, then retreat until it explodes. The next switch is under a reinforced box, so do a Belly Flop to break it and hit the switch. Jump across on three boxes to reach a platform, then jump over onto two more boxes to reach another platform. Jump on an arrow box to get lots of fruit, as well as an extra life, before moving onto another round platform that takes you back to the level.

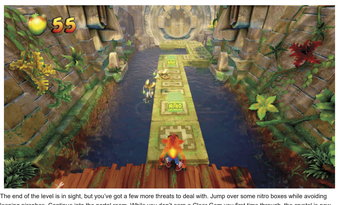
Skull Platform



This gem requires you to take the Death Route Skull Platform. Reach this point in the leve without losing a life. A platform featuring a skull and crossbones appears. Jump onto it to be taken to a secret stage. Jump across a series of moving pillars to reach another walkway. Jump across to a sinking pillar, a hippo, and another sinking pillar. Continue to a dock and ride a surfboard. Avoid mines and jump over walls to reach another dock. From there, jump across hippos to reach the portal room, where you collect the second Clear Gem.

Advance along the walkway, clearing out boxes as you go, and collect the crystal. Jump across two sinking pillars. Jump as soon as they come up, and cross both before they drop back into the water. When you come across lots of boxes next to each other, jump on the wooden ones to get the goodies, including an extra life. Then jump on a TNT box to set the rest to blow up. Watch out for the nearby hungry plant. Use the checkpoint on the dock.

Hop onto a surfboard and ride it around mines and nitro boxes. Jump over a wall, and avoid mines while you make your way to the next jump over a second wall. Reach the dock and use the checkpoint.



The end of the level is in sight, but you've got a few more threats to deal with. Jump over some nitro boxes while avoiding leaping piranhas. Continue into the portal room. While you don't earn a Clear Gem you first time through, the crystal is now yours.

Time Trial

Time Requirements

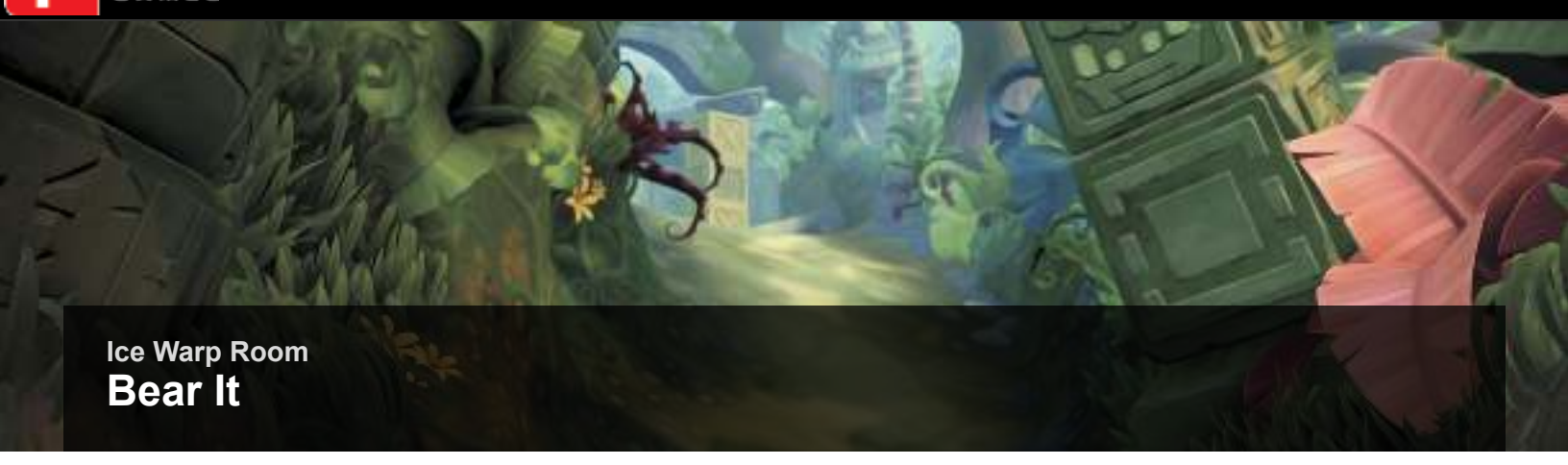
Sapphire: 1:27.00

Gold: 1:01.01

Platinum: 0:52.75

There aren't many time boxes in this time trial, so you simply have to be fast. Practice making long, running jumps to get over gaps. Sometimes you can jump right over a sinking pillar and reach the other platform successfully. It's tempting to go fast during the surfboard sections, but ride carefully—you don't want to hit a mine.

Clear Gem 1



Ice Warp Room
Bear It

Rewards: Clear Gem—destroy all 45 boxes.

Remember riding the warthog in the first game? Now you get to ride a polar bear! You can't control the speed, just the jumping and maneuvering left and right.

Jump onto the back of the bear and get moving. Zigzag to break some boxes, then continue the tactic to avoid hitting polar bear totems. Jump over fallen totems and gaps filled with water.

Slide across a patch of ice to collect some boxes, then avoid seals crossing your path. Don't miss the checkpoint and the extra life near another ice patch. Continue past more seals and totems, then grab the crystal on the left side of the path.

As soon as you get it and are past the gap on the right, move right to miss some totems, then jump over another one. Orcas jump up in the next watery gap. One jumps on the left, then another on the right. Aim for the one in the air as you approach, and it should drop by the time you reach the gap. Break boxes and avoid more orcas.

After the checkpoint, dodge to the right around a totem, then jump a second one. There are TNT boxes up ahead already counting down to explode. Stay in the middle to avoid them, and do the same to slide past the nitro boxes. After jumping over an orca gap, collect more boxes, then move right to avoid a gap on the left. Get over two more gaps containing orcas.

This next part is tricky. Jump over a gap on the right to avoid a totem. In mid-air, move left to avoid more totems on the other side of the gap. Get ready to jump again for the checkpoint. Dodge several nitro boxes—jump over some, avoid landing on others. Quick jumping is required to get over a totem and two gaps all in a row.

Continue along a narrow strip of path and avoid an orca. Repeat the sequence of jumping over a gap with a mid-air move to avoid a totem. At the end, the bear throws you over a wide gap. When you land, hit the switch to detonate the nitro boxes, then head into the portal room to collect the Clear Gem and exit the level.

Time Trial

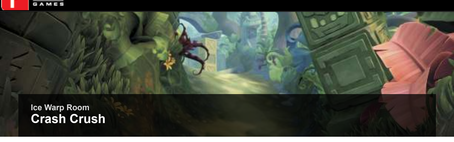
Time Requirements

Sapphire: 1:05:00

Gold: 0:48:07

Platinum: 0:44:82

If you press the Crouch button while riding the bear, you get a burst of speed. Use this in the open areas, as well as when jumping over obstacles. Slow down when you encounter lots of jumps close together or must dodge totems. Hit as many time boxes as possible, and avoid losing a life. When you reach the end, don't worry about hitting the switch. Run to the portal to stop the clock.



Ice Warp Room

Crash Crush

Rewards: Clear Gem—smash all 57 boxes.

Get ready to run away from a rolling boulder that chases after you. Remember that you're only safe in the archways. Otherwise, keep running.

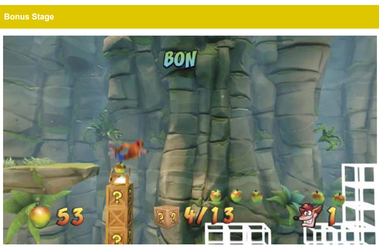
Collect the boxes at the start and then get moving. Jump over gaps and dodge mines. If you stay in the middle, you're pretty safe, especially with the several gaps on the sides. If you can't dodge a mine, jump over it.

When you hit the checkpoint, the boulder drops into a hole. Use this chance to deal with the electric barrier that stretches across the entire path. It's too high to jump over, so as you're running, press the Crouch button to slide under it. Continue down the path to a fork, then backtrack up the other path and get under two more barriers. The second one is near a gap, so as soon as you slide under it, jump over the gap. Jump onto a platform that takes you back to the main path at the fork. Continue to an archway and smash some boxes.

Now that you've gotten in some practice sliding under electric barriers, you get to do it with a boulder chasing after you. Hit the checkpoint and start running. Slide under the barrier, then jump over a gap. Watch out for groups of land mines. Stay to the right as you jump over some gaps, since there are four nitro boxes on the left side after a gap. As soon as you pass those green boxes, jump over another gap and slide under a barrier into an archway.

As you leave, hit the green speed boost to get out in front of the boulder. Stay in the middle of the path since there are gaps on either side. A land mine is in the middle, so be ready to jump over it. Stay in the middle to hit another speed boost and avoid nitro boxes on the sides. Slide under a barrier, then quickly jump over a gap. Keep going, using speed boosts until you reach a circular "?" platform. Run over it to access the bonus stage.

Bonus Stage



This stage has 13 boxes to destroy. Break the first box, then move right, gathering Wumpa fruit. Use an arrow box to get up onto a platform, and jump across to another with an extra life on it. From there, jump to a ledge, smash some boxes, and drop down to smash more. Head left to hit a switch that makes more boxes appear, the go right. Jump across to a ledge of iron boxes, then jump to the end of the stage for the last three boxes before you take the platform back up to the level.

As you continue, collect the crystal before entering an archway. Smash boxes there, hit the checkpoint, and use the speed boosts to get a head start on the boulder. Use more speed boosts and follow the trail of fruit, which guides you around obstacles. Collect boxes along the way, then slide under a barrier. Use more speed boosts and follow the narrow path around side gaps. After that, hit a box and do a Belly Flop on a reinforced box on the side (if you've been using the speed boosts, you should have enough time before the boulder catches you). Break the last boxes, then rush into the portal room to grab your gem and return to the warp room.

Time Trial

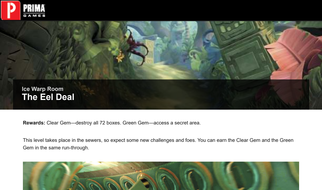
Time Requirements

Sapphire: 1:57:00

Gold: 1:19:83

Platinum: 1:07:87

Since you're moving quickly during most of this level, you must cut time in the archways and during the part near the fork where the boulder doesn't chase you. Pick up as many time boxes as you can, and avoid those land mines. Learn where they are and either dodge or jump over them—hitting them delays you. Once you reach the portal room, don't stop running until you jump onto the portal and stop the clock.

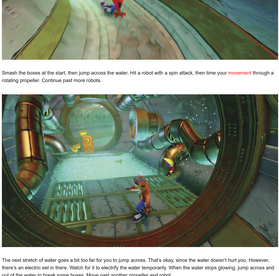


Ice Warp Room

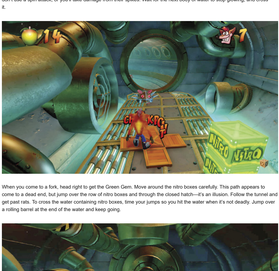
The Eel Deal

Rewards: Clear Gem—destroy all 72 boxes. Green Gem—access a secret area.

This level takes place in the sewers, so expect some new challenges and foes. You can earn the Clear Gem and the Green Gem in the same run-through.



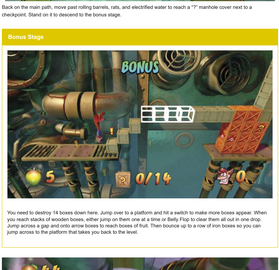
Smash the boxes at the start, then jump across the water. Hit a robot with a spin attack, then time your movement through a rotating propeller. Continue past more robots.



The next stretch of water goes a bit too far for you to jump across. That's okay, since the water doesn't hurt you. However, there's an electric eel in there. Watch for it to electrify the water temporarily. When the water stops glowing, jump across and out of the water to break some boxes. Move past another propeller and robot.

When you come to more water, jump across on the moving platforms since this body of water stays electrified. Continue past more robots to reach the checkpoint. Now you face rats with spiky armor. You can jump on top of them to defeat them, but don't use a spin attack, or you'll take damage from their spikes. Wait for the next body of water to stop glowing, and cross it.

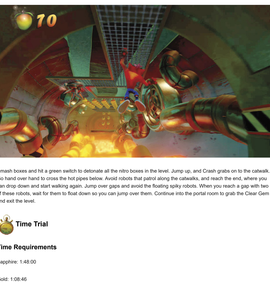
When you come to a fork, head right to get the Green Gem. Move around the nitro boxes carefully. This path appears to come to a dead end, but jump over the row of nitro boxes and through the closed hatch—it's an illusion. Follow the tunnel and get past rats. To cross the water containing nitro boxes, time your jumps so you hit the water when it's not deadly. Jump over a rolling barrel at the end of the water and keep going.



The next area of electrified water requires you to jump across on floating platforms to reach the other side. A door opens as you approach. Get past robots and a rat to reach the Green Gem, then backtrack all the way to the fork. Be cautious when you reach the fake door, since you must jump over the nitro boxes.

Back on the main path, move past rolling barrels, rats, and electrified water to reach a "?" manhole cover next to a checkpoint. Stand on it to descend to the bonus stage.

Bonus Stage



You need to destroy 14 boxes down here. Jump over to a platform and hit a switch to make more boxes appear. When you reach stacks of wooden boxes, either jump on them one at a time or Belly Flop to clear them all out in one drop. Jump across a gap and onto arrow boxes to reach boxes of fruit. Then bounce up to a row of iron boxes so you can jump across to the platform that takes you back to the level.

Continue past a propeller, and take the left path at the fork. This leads to a room with the crystal and several boxes. Belly Flop on the reinforced boxes to destroy them, then backtrack to the fork and take the right path.

Keep going until you reach water. Nitro boxes float here, and an eel shocks the water periodically. As soon as the water is safe, jump in and then out through the door on the other side. Get past rolling barrels, rats, and robots to arrive at a room with lots of boxes. Belly Flop on them, then drop through a hole in the floor.

Smash boxes and hit a green switch to detonate all the nitro boxes in the level. Jump up, and Crash grabs on to the catwalk. Go hand over hand to cross the hot pipes below. Avoid robots that patrol along the catwalks, and reach the end, where you can drop down and start walking again. Jump over gaps and avoid the floating spiky robots. When you reach a gap with two of these robots, wait for them to float down so you can jump over them. Continue into the portal room to grab the Clear Gem and exit the level.

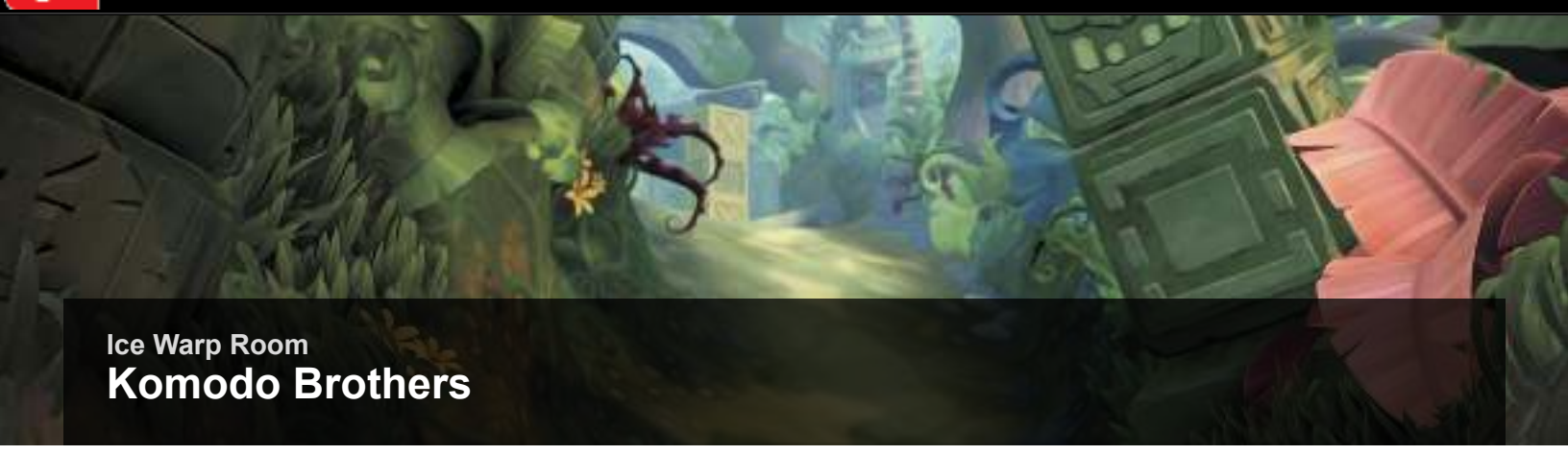
Time Trial

Time Requirements

Sapphire: 1:48.00

Gold: 1:08.46

Platinum: 0:58.90



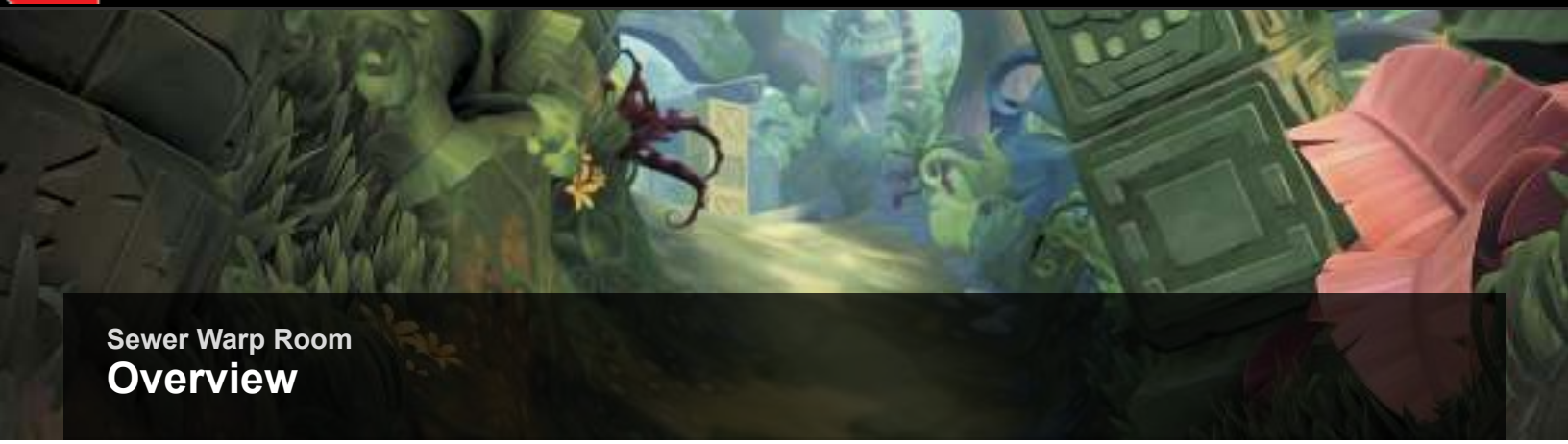
Ice Warp Room
Komodo Brothers

Once you find all five crystals in the Ice Warp Room, you can access this boss fight. These two reptilian brothers work together to defeat you. However, they only come at you one at a time. Also note that they share a health bar. Inflict three damage on them to defeat them.

The first Komodo Brother moves around the area with a spin attack, trying to hit you. Stay away from him, and when he becomes dizzy from spinning, move in and hit him with a spin attack of your own. He then rolls into his brother, and the two lose one health.

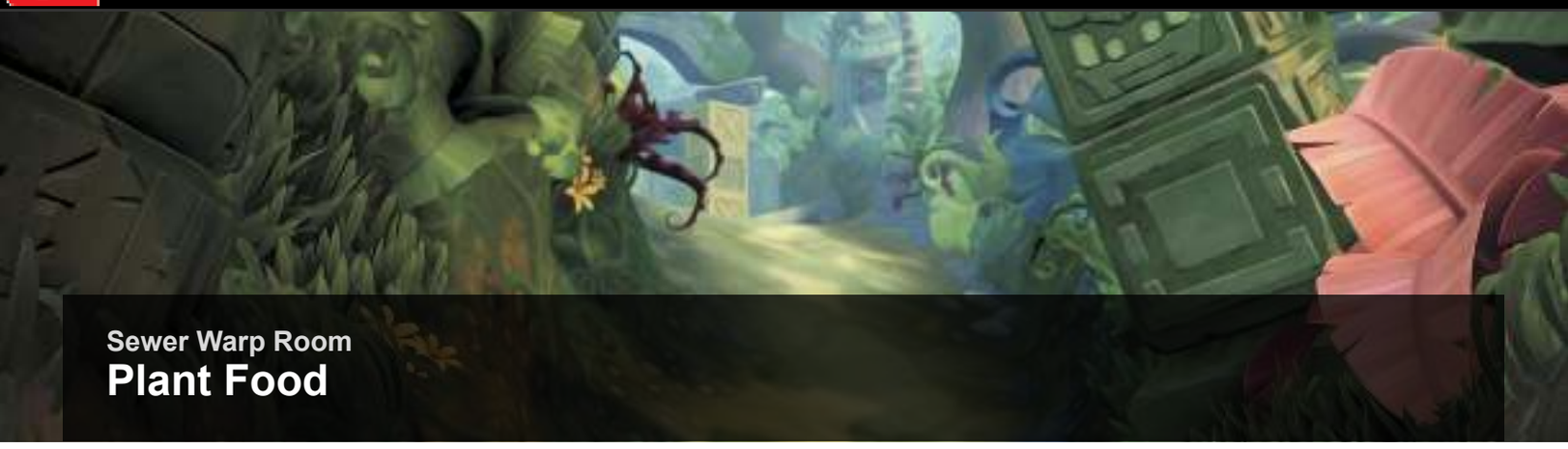
The second brother now takes his turn. He throws swords as he rotates in the center; move away from the swords when this starts. He eventually hits his brother and sets him spinning again. Stay away and wait for him to stop, then rush in and land a spin attack on him while he’s recovering. Only one more health to go.

The last part is the most difficult. Dodge the thrown swords. At some point the first brother starts spinning again. Now you must avoid the spinning brother and dodge the swords at the same time. Keep moving around until the spinning brother stops. Close in for a final spin attack to win the battle and defeat another boss. For your efforts, you receive the “Komodo No Mo” award.



Sewer Warp Room
Overview

Once you defeat the Komodo Brothers, you can begin the levels in the Sewer Warp Room. There are five levels here, as well as a boss fight against Tiny Tiger. There's also a secret level you access during the last level here, Un-Bearable. As before, collect five crystals to unlock the boss battle, and once Tiny Tiger is defeated, you can move on to the next warp room.



Sewer Warp Room
Plant Food

Rewards: Clear Gem—destroy all 53 boxes. Yellow Gem—complete the level before the timer runs out.

Crash is back on the river. It's difficult to get both gems on the same playthrough since collecting all the boxes tends to cause delays.

When you start this level, head out onto the platform and jump across to the moving pillar in the water. From there, jump across to the other platform. Spin-attack as you land to take out the carnivorous plant. Jump up the steps to reach the top of the waterfall, then move to the edge of the platform. Jump out onto a moving pillar, then to another one. From there, jump across a couple of hippos and onto a platform, watching for leaping piranhas. Jump across a gap and spin-attack a plant before reaching the checkpoint.

Yellow Gem

Getting this colored gem is like a time trial. The timer starts as soon as you hit the first checkpoint. You then have 1:09 to reach the portal. Use the same strategy as for the time trial to reach the end as fast as you can. Remember that you don't have any time boxes to help out with the clock.

You come now to a surfboard section. Ride around the river, hitting boxes and maneuvering between two whirlpools. Continue past a couple of moving mines, then speed-boost over a whirlpool where a wall blocks the rest of the river. Continue past more mines, whirlpools, and nitro boxes. Use a jump to get over a whirlpool, then jump off the surfboard at the dock and use the checkpoint.

Follow the walkway along to a gap, where you either jump over to a hippo and then onto the next walkway, or try for a very long jump directly to the walkway. Jump on TNT boxes and go after plants. Jump onto the circular “?” platform to access the bonus stage.

Bonus Stage

This stage has 12 boxes for you to destroy, and there's no trick to getting them all. The first four are near the start. Spin-attack one of the lower boxes, then retreat until after the TNT box explodes. Jump across to a platform, where you find two TNT boxes and a box with an extra life. Grab the life and jump on a TNT box to start it counting down. Keep smashing boxes to find a second extra life. Once all boxes are gone, ride the platform back to the level.

Move along the walkway to reach the next surfboard stage. Break boxes and steer away from the small platforms with carnivorous plants. If you get too close, they reach out and bite you. Reach the next dock and grab the crystal. Jump across a gap, spin-attack a plant, and get to the checkpoint.

Before using the surfboard, follow the walkway on the right to the end and clear it of plants and boxes. Jump across to the left to deal with another plant, then head back to the surfboard. If you don't clear out the plants ahead of time, there's no way to get past them without being attacked. Ride the surfboard to break boxes in the water, and hit the jump to collect a box floating in the air. A plant appears on the platform near the dock as you approach, so give it some clearance.

Once you're back on your feet, jump across a series of nitro boxes and hit the switch by the door to the portal room to get rid of all those nitro boxes. Continue inside to pick up the Clear Gem and complete the level.

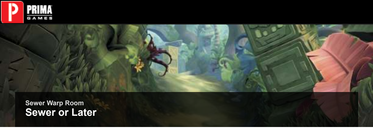
Time Trial

Time Requirements

Sapphire: 1:59:00

Gold: 1:03:31

Platinum: 0:57:28



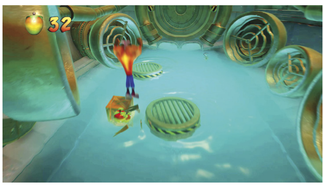
Sewer Warp Room

Sewer or Later

Rewards: Clear Gem 1—smash all 57 boxes. Clear Gem 2—Yellow Gem required to access a secret stage.

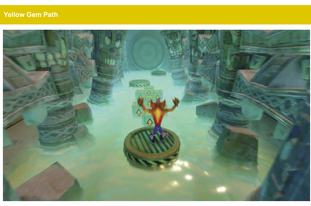
As the name suggests, Crash is back in the sewers. Expect some similar enemies and challenges as well as some new. The first Clear Gem requires the usual breaking of all boxes. If you have the Yellow Gem from the Plant Food level, you can also get the second Clear Gem.

Right at the start, you have to get your feet wet. Don't worry, there are no eels in this water. Avoid the nitro box, then deal with robots in a tunnel. As you emerge into a larger area, you face a new enemy. This humanoid robot is armed with a flamethrower. Wait until the flames stop, then run and jump to hit the enemy up high with a spin attack. Break the two wooden boxes without hitting the nitro box.



Follow a tunnel around to a flooded room. There's an eel in here. Jump onto floating platforms and a couple of boxes to smash them before continuing through a door to another room with water. Only one platform floats in here, so jump over to it and wait until it's safe to jump into the water and onto the next platform, where a checkpoint awaits. The yellow platform is also here, if you have the Yellow Gem and choose to go after the second Clear Gem.

Yellow Gem Path



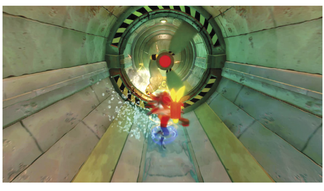
If you have the Yellow Gem, you can access this secret stage. Jump across to arrow boxes, then onto floating platforms to get through a flooded room with an eel in the water. Jump through a door into a tunnel with robots—this is where the Clear Gem is located. A flamethrower robot stands on a platform in a flooded room. Wait until the flames are gone, then jump across to destroy it with a flying spin attack. Continue through a tunnel to another watery room.

To reach the next room, where a yellow platform takes you back to the level, you must jump across moving platforms. However, if you do this, you skip parts of the level where there are boxes you need. Instead of taking the yellow platform at the end of this stage, you can choose to die on purpose to return to the last checkpoint, or backtrack through this stage to where you started.

To continue through the level, move through a door into a tunnel, where you must time your way past a rolling barrel next to a propeller. Another flamethrower robot waits in the room at the end of the tunnel. Use the same tactic as before to hit him, but be careful of the armored rat behind him. Get past more rolling barrels, robots, and rats to reach a room with a "?" manhole cover. Stand on it to descend into the bonus stage.

Bonus Stage

Prepare to do some sliding to get the 16 boxes in this stage. Slide under large blocks and break the first boxes. Slide into a switch to make boxes appear over nitro boxes, then jump across on the wooden boxes to reach the next platform. Only jump on the three wooden boxes here, and avoid the nitro boxes beneath them. Jump across to the next platform and slide into a switch. Now jump back to the previous platform and use an arrow box to get up onto a row of iron boxes. Jump across to a block of iron boxes. From there, jump up and break a box containing an extra life. Then jump on over to the round platform that takes you back up to the main level.



Continue into a hallway. Use spin attacks to hit robots into the propeller blades. This causes the blades to break off, so it's easier for you to get through. Robots spawn here, so use them to take care of all of the blades. Continue to the checkpoint, then jump across floating platforms in a flooded room. Don't fall into the water while it's electrified. Pass another propeller by hitting robots into it.

You come across a wall of boxes. TNT boxes are on the first and third rows. Jump up, and spin-attack as you come down to hit just one of the wooden boxes. Retreat until after the explosion. Only the reinforced boxes are left, so Belly Flop onto them to destroy them. When you come to a fork, go right and hit two switches to get rid of nitro boxes. Backtrack to the fork and head left.

Get past another flamethrower robot, and continue through a tunnel to a flooded room. Jump across the water using a floating platform, and collect the crystal and some boxes. Backtrack again and take the right tunnel at the fork. After eliminating another flamethrower robot, jump across the water and into a tunnel.

In the next flooded room, jump over to a floating platform and wait for the flamethrower robot here to give you the chance for a flying spin attack. Keep going into the portal room to pick up a Clear Gem and complete the level.

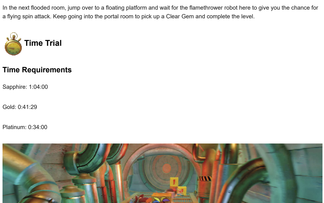
Time Trial

Time Requirements

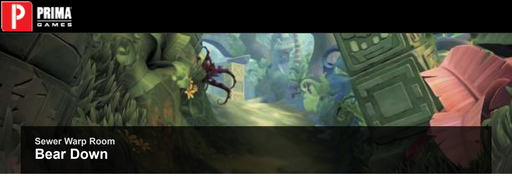
Sapphire: 1:04.00

Gold: 0:41.29

Platinum: 0:34.00



This is a tough level for a time trial. The flamethrower robots can be a pain. However, since you're in a hurry, you need to take some chances. Don't wait until the flames stop. Instead, as the flames sweep to one side, rush in from the other and do a flying spin attack. In addition to the time boxes, collect all three masks to become invincible. You can get through most of the level before the invincibility wears off. Run through barrels, propellers, enemies, and water. Be sure to take the right tunnel at the fork. By the time the invincibility wears off, you're near the last flamethrower. Head straight through him, and one of your masks takes the damage for you so you can keep going to the portal.



Sewer Warp Room

Bear Down

Rewards: Clear Gem—destroy all 42 boxes.

This is another ride on the back of the bear. There are no bonus stages, but there is a portal that takes you to a secret stage of the Air Crash level.

After jumping onto the bear, break through four boxes, then stay right to avoid a gap on the left. Jump over a gap and a wide water pit before moving left, right, and then left to get past some totems.

Jump over an orca gap and stay right until you jump over another gap. This puts you in a good spot to break the next two boxes. Jump a gap, then go right, left, right around more totems. Get past more orcas and stay right to avoid a gap (watching for a possible orca), then use the checkpoint. Jump over a totem and slide across ice to clear out boxes. Now you face two men with a block of ice. As they lower it, jump over the ice.

Jump over another totem, then stay low to get under another block of ice lifted by a couple men. As soon as you're past it, jump over a gap. Stay right until you jump another gap, then go left to collect boxes. Avoid a TNT box about to blow. Break more boxes while avoiding seals and another TNT box. After jumping a gap, go low under an ice block and hit the checkpoint.

Keep hitting boxes, and go left around a totem. Jump over an ice block and then over orcas. Stay to the left and grab the crystal, then jump to land on a small area in the center of a gap and then onto the other side. Jump over orcas and an ice block before going right, left, right around totems for another checkpoint.

For the next two ice blocks, jump over the first and go under the second. Keep going over orcas and hitting all the boxes you come across. Stay to the right as the path narrows, and jump over a couple nitro boxes. Stay low under the ice block, and when the bear throws you to the portal door, hit the switch to destroy the nitro boxes in the level. Continue into the portal room to claim the Clear Gem, and take the portal back to the warp room.

Portal to Air Crash

After reaching the portal door, instead of going inside, jump onto the floating platforms in the water. Get to the icy platform, and you teleport to a secret warp room. You also earn the "Island Hopping" award. Enter the Air Crash portal to find a short stage with more boxes. At the end of this secret stage, another portal takes you to the start of Air Crash.

Time Trial

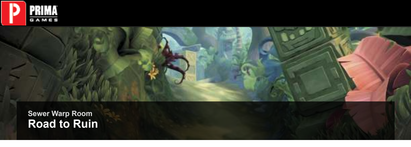
Time Requirements

Sapphire: 1:03:00

Gold: 0:49:85

Platinum: 0:46:14

To get a good time, practice this level so you know what to expect. For the ice blocks, it's important to know whether to stay low or jump, and where the side gaps are along the way. Hit the time boxes, and speed up when you jump over gaps or encounter relatively straight areas. Since you're not worrying about the normal boxes, rush through the areas where you would normally have to zigzag to get them all. Once you reach the end, run to the portal as fast as you can.



Sewer Warp Room
Road to Ruin

Rewards: Clear Gem 1—destroy all 89 boxes. Clear Gem 2—get through the death route.

The first time you play this level, go for the crystal. You can't collect all the boxes because some are in a secret area. To get there, you must enter a secret portal from Diggin' It, a level in the Alpine Warp Room.

When the level starts, watch out for a mole as you jump across platforms. Smash some boxes and keep going by jumping onto a mole on a small platform and bouncing across a gap.

Make your way right and clear away moles as you jump from platform to platform. Jump onto a TNT box, then drop onto an Aku Aku box. Move away from the explosion and face a lizard. It has sharp spines, so don't jump on top of it. Either jump over it or hit it by sliding into it. Continue to the checkpoint.

Jump across to a falling platform and then into a larger area, where you must avoid a lizard or slide into it. Keep going forward, then turn right. Slide into a lizard to clear the way, then time your movements past flames. Stop before you cross a long row of brown platforms that fall when you walk on them. There are flames from the gorilla head, a flame trap, out in the middle of this section, so time your movements so you don't have to stop and risk falling.

Continue to regular stone and slide into a lizard so you claim the crystal. Jump across to the next area. Hit the switch to make boxes appear. Jump across more platforms to reach a corner where more boxes wait to be smashed. Now head right. Keep moving across the brown platforms until you reach the checkpoint. There's a flame trap up ahead. You must jump across to a brown platform—time your jump so you don't get cooked. Then jump onto the circular platform on the right to access the bonus stage.

Bonus Stage

You need to smash 13 boxes in this stage, which is just to the side of the level. Jump across platforms until you reach a switch. Hit it, then move to the left to hit another switch that appears. Hit yet another switch to the right, and one more to the left, to make more boxes appear so you can keep moving to the right. Be careful on the brown falling platforms. Note that you must make a careful jump to break one of the boxes. The rest of the boxes are near the end and stacked together on two platforms. Once you get them all, return to the level.

Skull Platform

While passing the first set of flaming gorilla heads, you find the Death Route Skull Platform as long as you haven't lost a life since the start of the level. Step onto it to be carried over to a secret stage, where you must cross platforms while jumping over logs that are thrown at you. When you reach the gorilla, jump up and hit him with a flying spin attack. Continue along platforms to encounter another gorilla. Time your way past flames to claim the Clear Gem, then mount the Skull Platform and ride it back to the level. Backtrack a bit before heading right to break some boxes. You need to hit a switch to make them appear. You can also die after claiming the Clear Gem to avoid backtracking.

The two flame traps up ahead rotate, so they cover a larger area of your route. As soon as they stop, rush past them. Jump to the right to face a monkey. Spin-attack it, then jump across to encounter a mole. Jump onto a TNT box, then slide into a lizard. Next, hit a switch to blow up the nitro boxes in the level before you follow the platform forward to face off against another monkey. Continue until you enter the portal room. Claim the Clear Gem, and end the level by taking the portal back to the warp room.

Secret Stage

Access this secret stage from Diggin' It. After you go through the portal, you end up on a large platform. Move forward and jump across small platforms to reach a large cluster of boxes. Don't rush in with spin attacks—there's a TNT box buried in the bunch. Spin-attack the ones you can see in front until you find the TNT box, then jump on it and retreat from the explosion. Move forward and jump to a platform, then over a row of nitro boxes. Turn right and time your jumps across platforms that fall so you don't get hit by flames. Hit a switch to make iron boxes appear, then jump on them to reach the next platform and the start of the level.

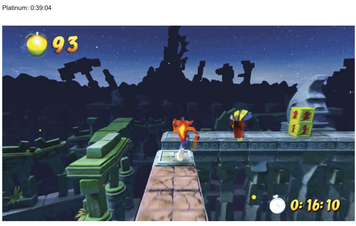
Time Trial

Time Requirements

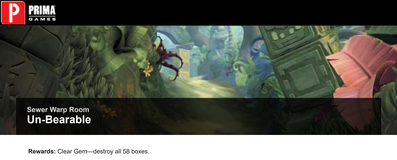
Sapphire: 1:13:00

Gold: 0:51:78

Platinum: 0:39:04



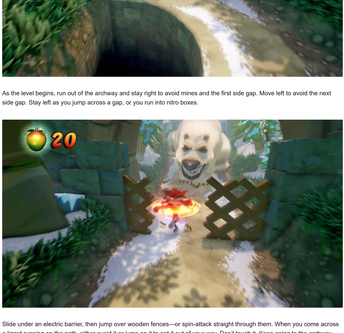
To get through this level quickly, you can't stop along the way. Instead of waiting for the flame traps, run straight at them and jump over the flames. If a lizard is too close to slide into, jump over it and keep going. As always, pick up all the time boxes to temporarily stop the clock. Hit the switch to make the boxes appear, since there's a time box in the mix. Break all the Aku Aku boxes for added protection. Run all the way to the portal to stop the clock.



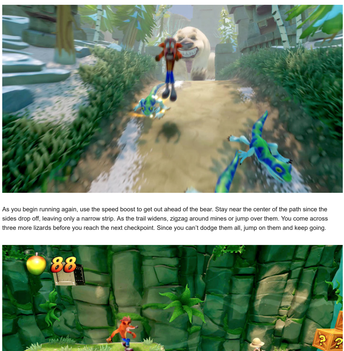
Sewer Warp Room
Un-Bearable

Rewards: Clear Gem—destroy all 58 boxes.

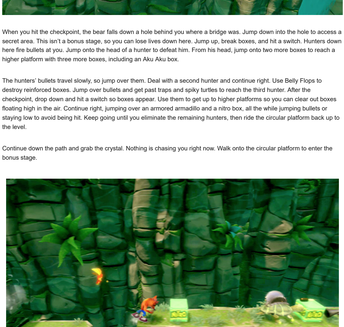
This level offers an alternative to running from boulders. You're now running away from a giant bear! A portal in this level takes you to a secret level.



As the level begins, run out of the archway and stay right to avoid mines and the first side gap. Move left to avoid the next side gap. Stay left as you jump across a gap, or you run into nitro boxes.



Slide under an electric barrier, then jump over wooden fences—or spin-attack straight through them. When you come across a lizard running on the path, either avoid it or jump on it to get it out of your way. Don't touch it. Keep going to the archway, where you get a checkpoint and some boxes.

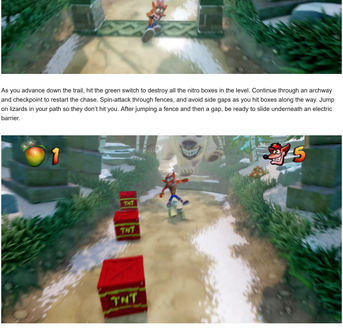


As you begin running again, use the speed boost to get out ahead of the bear. Stay near the center of the path since the sides drop off, leaving only a narrow strip. As the trail widens, zigzag around mines or jump over them. You come across three more lizards before you reach the next checkpoint. Since you can't dodge them all, jump on them and keep going.

When you hit the checkpoint, the bear falls down a hole behind you where a bridge was. Jump down into the hole to access a secret area. This isn't a bonus stage, so you can lose lives down here. Jump up, break boxes, and hit a switch. Hunters down here fire bullets at you. Jump onto the head of a hunter to defeat him. From his head, jump onto two more boxes to reach a higher platform with three more boxes, including an Aku Aku box.

The hunters' bullets travel slowly, so jump over them. Deal with a second hunter and continue right. Use Belly Flops to destroy reinforced boxes. Jump over bullets and get past traps and spiky turtles to reach the third hunter. After the checkpoint, drop down and hit a switch so boxes appear. Use them to get up to higher platforms so you can clear out boxes floating high in the air. Continue right, jumping over an armored armadillo and a nitro box, all the while jumping bullets or staying low to avoid being hit. Keep going until you eliminate the remaining hunters, then ride the circular platform back up to the level.

Continue down the path and grab the crystal. Nothing is chasing you right now. Walk onto the circular platform to enter the bonus stage.



Bonus Stage

This stage has 12 boxes for you to destroy. Break the first two, then head right along the lower platforms. Once you can jump to a middle platform, jump back to the left to the higher platforms and continue all the way back to a switch. Hit it to make more boxes appear. Continue to the right until you find a fruit box to jump on. Use an arrow box to soar over some nitro boxes. Don't worry about them now; you'll detonate them later. Ride the circular platform back up to the level.

As you advance down the trail, hit the green switch to destroy all the nitro boxes in the level. Continue through an archway and checkpoint to restart the chase. Spin-attack through fences, and avoid side gaps as you hit boxes along the way. Jump on lizards in your path so they don't hit you. After jumping a fence and then a gap, be ready to slide underneath an electric barrier.

As you smash four boxes, prepare to slide through a fence and under a barrier. Continue through an archway, then jump onto a bear to ride it through the next stage. You no longer control the forward movement; you can only jump and steer left and right. Jump over gaps, then go left, right, left, right to get around barriers, and avoid a side gap on the left. When you reach the gap, jump across and move left to land, then quickly shift right to pass by a barrier. Go left and then right around two more. As you reach the last gap, the bear throws you off. Run into the portal room to collect the Clear Gem and end the level.

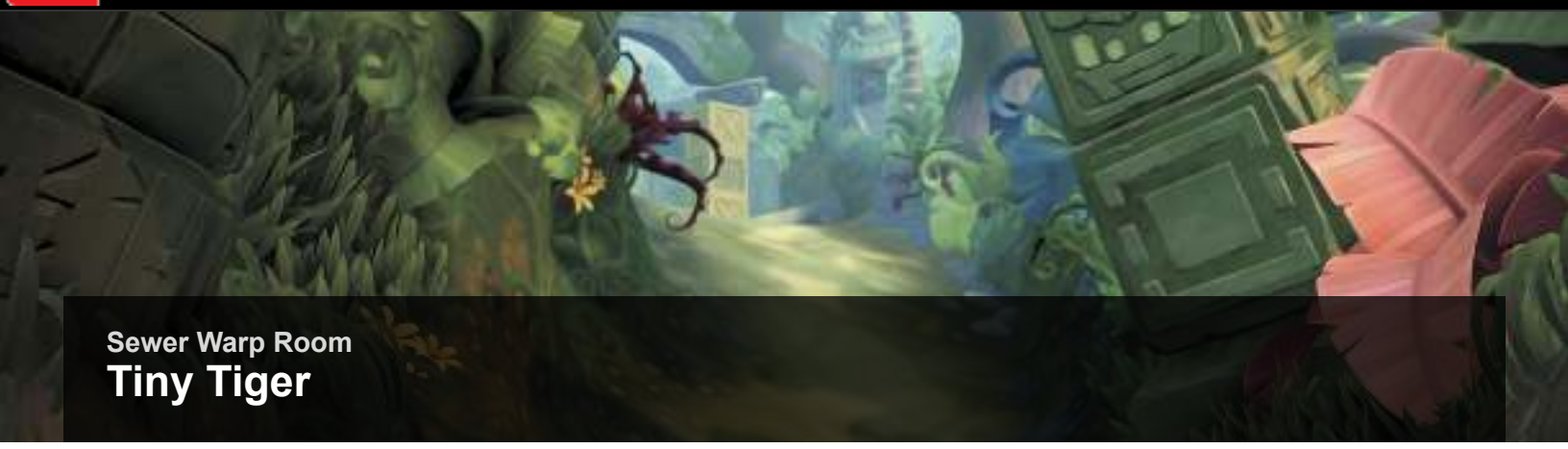
Time Trial

Time Requirements

Sapphire: 2:24.00

Gold: 1:35.53

Platinum: 1:26.10

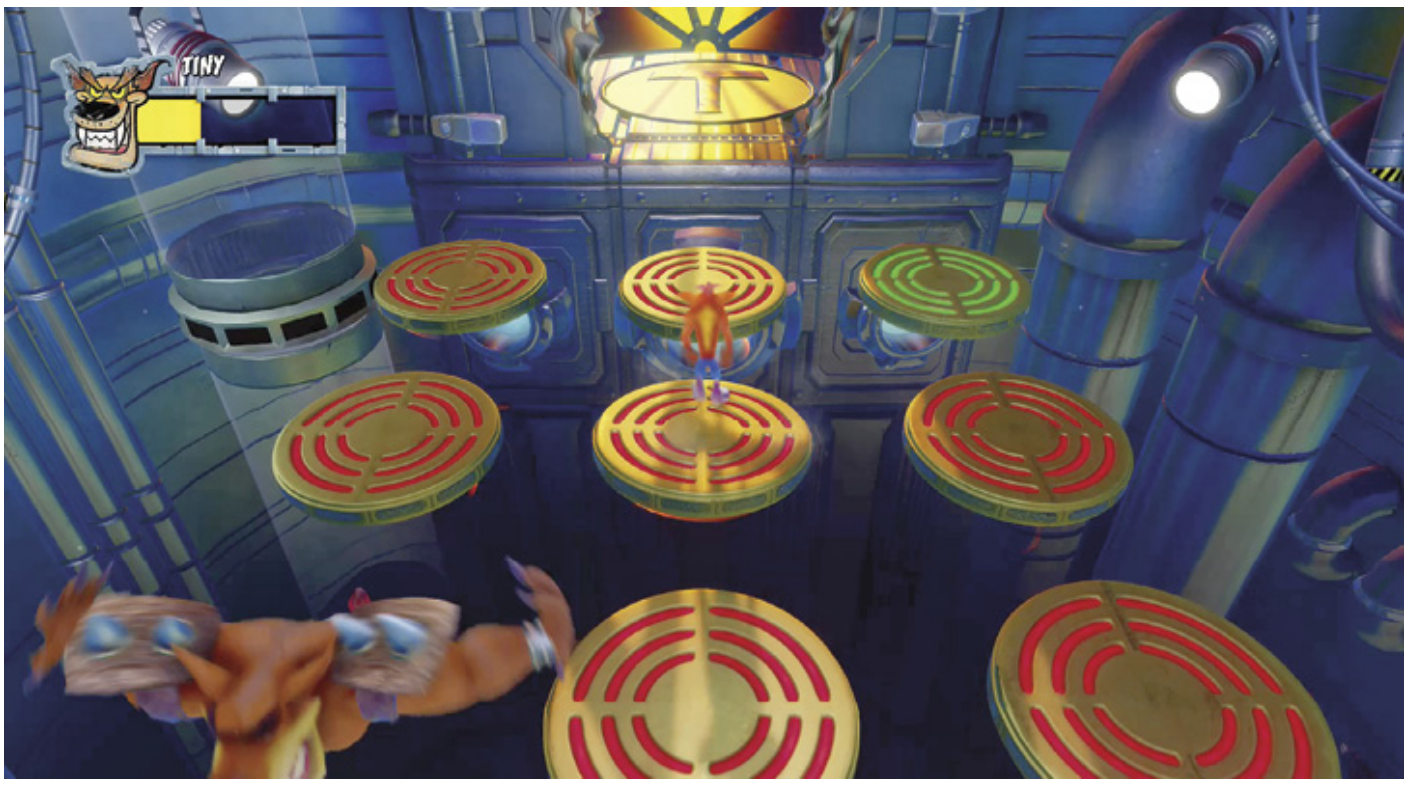


Sewer Warp Room
Tiny Tiger

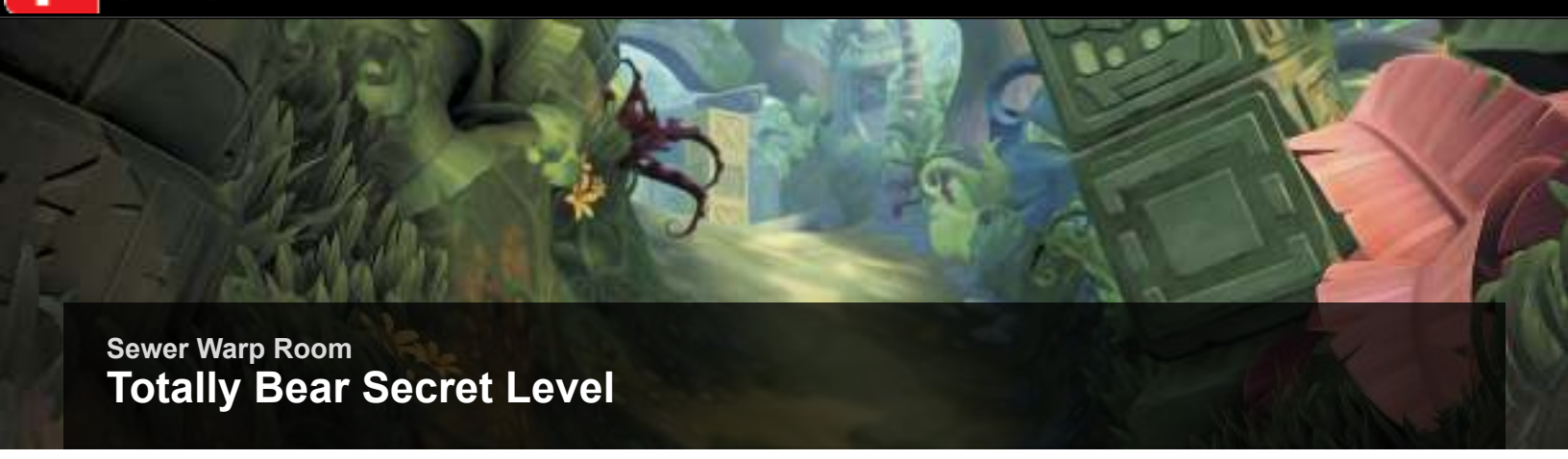
Once you collect a crystal from each of the five levels in this warp room, you can challenge Tiny Tiger to a boss battle. The battle takes place on nine round platforms, which you must jump between.

Tiny Tiger tries to jump on you. You can't hurt him, so keep moving away. When the platforms turn red, that means they'll fall soon. Since the boss follows you around, jump to a red platform and then off at the last moment. That way, when Tiny follows you, he falls as the red platform drops away. Each fall takes away one of his health.

While the first stage isn't tough, the second one gets harder. More platforms start turning red. Be careful not to back yourself into a corner from which you can't jump to safety, or are blocked by Tiny Tiger.



Once the boss is down to one health remaining, the platforms start turning red more quickly, until eventually there's one green platform left. Even after Tiny Tiger falls, keep jumping to the green platform so you don't fall too. If you do, you lose a life, and Tiny Tiger gets all of his health back. You can jump diagonally, but remember those are longer jumps. Once the boss has no more health, you win! Defeating him earns you the "Tiny Tricked" award.



Sewer Warp Room
Totally Bear Secret Level

Rewards: Clear Gem—smash all 38 boxes.

This level is secret and can only be accessed during the Un-Bearable level. When you reach the end, run back up the trail to the bear you rode to be teleported to a warp room, where you can select this level.

During this level, you're riding a bear again. Climb onto the bear, and it takes off. Stay left, and at the first gap, jump forward and to the right to get across. The trail narrows and you have gaps on either side. You must jump not only forward but sideways to land on ground in some places. Stay to the right, and sprint jump at a staircase of boxes to get them all.

Jump across a wide gap by speeding up as you jump, then slow down to dodge orcas. Stay right to break some boxes and avoid a totem. As you ascend a rise, get ready for more totems. Go left, jump over one, then go right and then left again. After dodging two more totems, stay left and sprint jump to smash another staircase of boxes.

Get past a couple more totems and then an orca to reach the checkpoint. Jump over a totem and stay low under an ice block. After the next totem, stay in the middle to avoid TNT boxes. After going under an ice block, speed up and jump across a wide gap, landing on the left side. Continue past another checkpoint, then jump a gap.

Jump over an ice block, then stay right to avoid a totem. Go under a second ice block, as well as a third, then be ready to jump over an orca. Crash into boxes and make careful jumps to small patches of ground so you don't fall into the water. After collecting a fruit box, speed up and make a long jump over a wide gap. Keep going until you're thrown toward the portal room. Enter to claim the Clear Gem and exit the level.

Time Trial

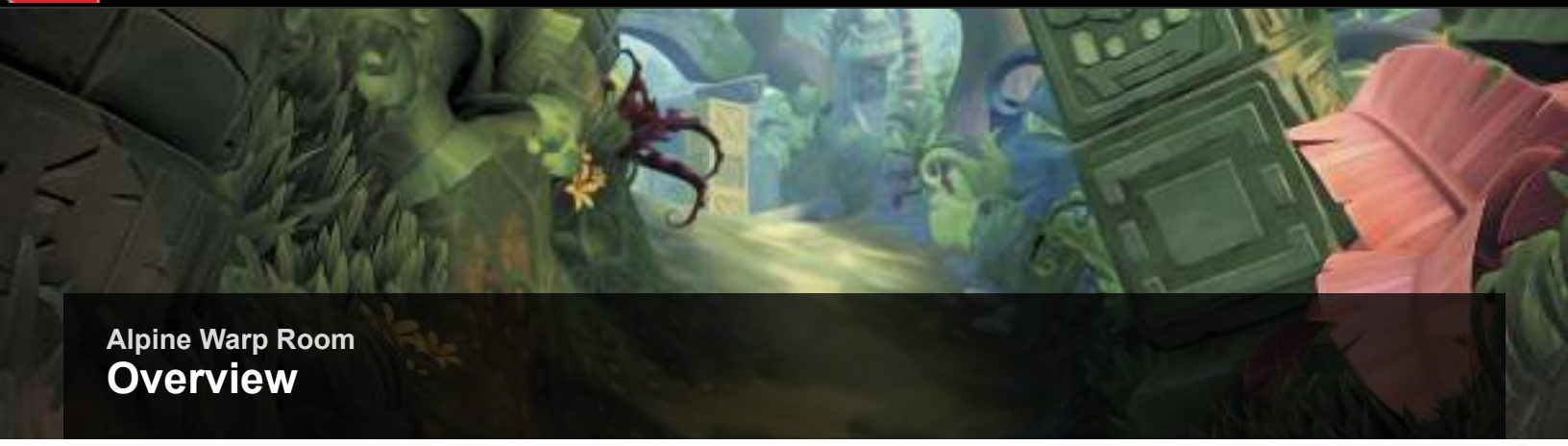
Time Requirements

Sapphire: 0:58:00

Gold: 0:47:36

Platinum: 0:41:63

There are a lot of time boxes in this trial, so hit as many as you can. Also use the speed boost as much as possible. Only slow down to dodge totems or go over or under ice blocks. The many jumps and narrow pathways make this level treacherous at any speed, but as you practice and learn the course, it gets easier.



Alpine Warp Room

Overview

The Alpine Warp Room can be accessed through the main portal in the Sewer Warp Room once you collect the crystals from each of the five main levels and defeat Tiny Tiger. Like the other warp rooms, this one features five main levels and a boss you must defeat.

Alpine Warp Room

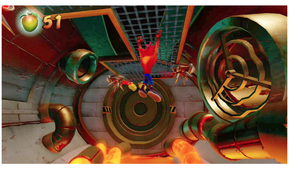
Hangin' Out

Rewards: Clear Gem—destroy all 93 boxes.

Just because Crash completed the Sewer Warp Room and is now in a new warp room doesn't mean he's completely left the sewers. Get ready to travel through narrow tunnels and flooded rooms. In addition to a bonus stage, this level contains a secret portal that takes you to Totally Fly, the second of two secret levels. Because the secret portal causes you to leave the level, you cannot earn the Clear Gem and access the secret level on the same playthrough. Go for the crystal and Clear Gem the first time, then come back for the secret portal.

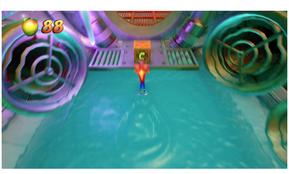
Right at the start, you get into the action. You encounter a welder assistant with a couple of the smaller robots rolling around in front of it. Wait until the flames stop, and make your move. Run forward, jump over the small robots, and hit the flame-throwing threat with a flying spin attack. Jump across to a floating platform, then through a doorway to avoid water with an eel swimming around.

As you move through a narrow tunnel, jump over rolling barrels and watch out for small robots that race toward you. Jump over them and keep going, or hit them with spin attacks. Break the boxes at the dead-end room, then drop through the hole in the floor.



Jump up and use your hands to get through this stage. Avoid the spiky robots that patrol the underside of the catwalk. Collect the hanging boxes as well. It takes some timing to get past the last two robots. Wait until the second-to-last moves away, and follow it. Quickly reach the end before the last robot comes back toward you.

Once back in a tunnel, jump over more of these robots to reach a wall of boxes. Spin-attack one of the lower wooden boxes to start the countdown on a TNT box. Retreat a bit to avoid the explosion, then continue through the rest of the tunnel to the checkpoint, passing by more hovering robots. Jump up and grab on to a catwalk again. This is similar to before, but the robots here move faster. As you pass one, observe the patrol path the next once takes, then avoid it.



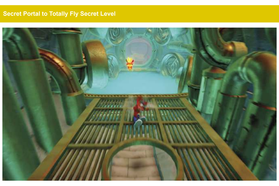
In the next tunnel, get past more spiky robots. Not only do you jump over pairs of them, but be sure you don't land on one on the other side. Smash all the boxes at the end room, then drop through the hole in the floor to a flooded room. Use the checkpoint, and grab the crystal in here. Then move forward to jump on a circular platform that takes you down to the bonus stage.

Bonus Stage

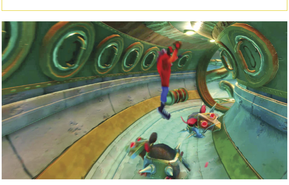
There are a lot of boxes in this bonus stage—35 in all! Jump up onto some platforms to get higher so you can jump onto a tall stack of boxes. The top one is a reinforced box, so jump up and do a Belly Flop to smash the entire stack in one fell swoop. Collect the extra life before using an arrow box to jump up to another high platform. Carefully jump over a nitro box.

Now comes the tough part. Jump over a lot of nitro boxes and land on one of two arrow boxes. Jump across more nitro boxes and land on two iron boxes. Walk across the TNT boxes, and jump up to break the two floating wooden boxes. This starts the TNT boxes counting down, so jump across to the lower row of fruit boxes. Jump up to hit one above it so you can get up to the top row and clear them out. Then work on the bottom row. Remember that each fruit box can be jumped on five times before it breaks. Once you collect all the boxes, jump across to the circular platform that takes you back to the level.

Secret Portal to Totally Fly Secret Level



To access this secret portal, get to the room with the checkpoint where you picked up the crystal. Instead of going forward toward the platform that takes you to the bonus stage, move back through the flooded room and drop through a hole in the floor of the next room. Hang from catwalks to get over an area with hot lava below you. There are several extra lives here, as well as robots to avoid. The robots move in circular paths, so time your movements to avoid them. When you get down to the end, drop to the floor and move under a large pipe to be sucked up to a secret warp room, where you can now access Totally Fly.



Back in the level, avoid armored rats and jump over nitro boxes to enter the next tunnel. There are more armored rats here. They move in a circle, so walk along the side of the wall to pass them. Hit the switch in the small room to blow up all the nitro boxes in the level. Get past more rats and rolling barrels in a short tunnel, then jump over to a floating platform in a flooded room. It's too far to jump all the way to the doorway, so wait until after the eel electrifies the water, then jump into the water and get to the doorway before it shocks again. Keep going to claim the Clear Gem, then on to the portal.

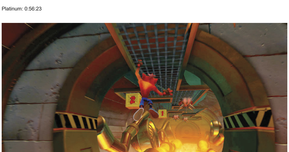
Time Trial

Time Requirements

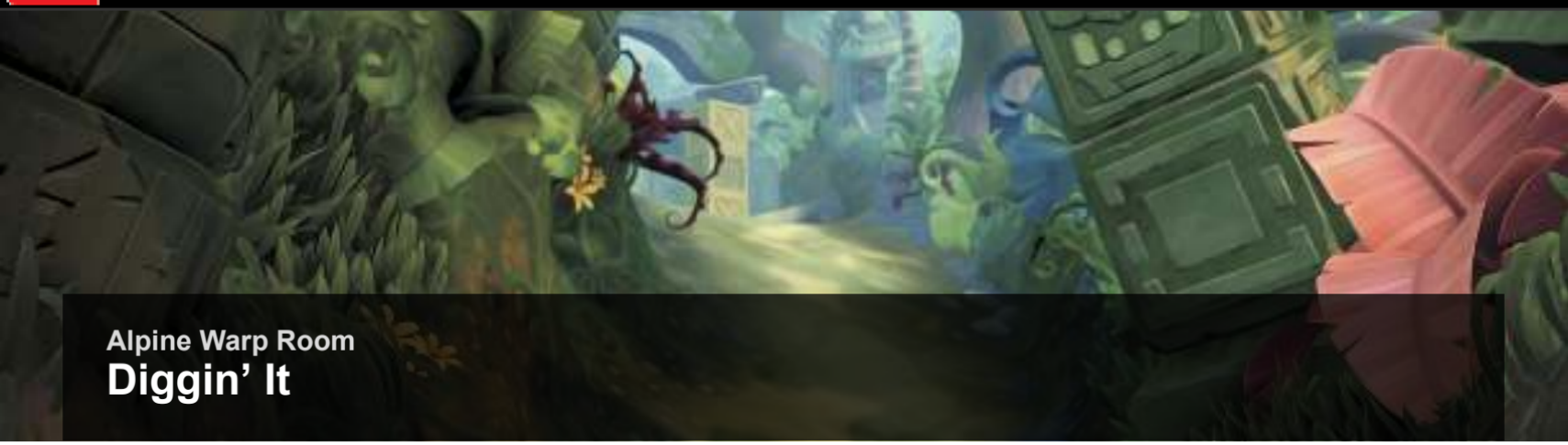
Sapphire: 1:25.00

Gold: 1:03.82

Platinum: 0:56.23



To get a relic for this time trial, you can't spend a lot of time waiting to get past threats. Jump to bypass flamethrowers and go over rolling barrels. Only go after time boxes and masks, and keep moving. The stages where you hang from catwalks can be challenging with the robots. However, once you learn the timing on the first one, you can often race past the rest without waiting.



Alpine Warp Room

Diggin' It

Rewards: Clear Gem 1—destroy all 95 boxes. Clear Gem 2—get through the death route.

There are two Clear Gems you can earn in this level. Both can be achieved in a single attempt if you can get through the entire level on a single life. There's also a secret portal that takes you to part of an earlier level you couldn't access before. Save that for a later time.

During this level, you follow a path through a forest with some ruins. Near the start, you come across a new threat. The plants here don't wait for you to get close before they try to bite you; they spit projectiles that explode when they hit you or the ground. Dodge the projectiles and run past the plant. As you close distance, they drop down to hide and stop spitting. Don't just jump on them—they have spikes when they hide that hurt you. Instead jump on the middle of the plant and Belly Flop to take it out.

After passing a few of these plants, you then must avoid land mines across the path. Since you're not being chased by a boulder, these are easy to avoid. When you come to a gap where jump onto a pillar, be careful. A plant spits projectiles onto the pillar, so time your jump across to the other side of the gap. Keep going, dodging around a moving totem. Use the speed boosts to jump over gaps, but be careful of mines on the other side.

Continue down the path, avoiding gaps on the sides and another totem, to reach the checkpoint. Jump over gaps and grab a mask, and don't touch the nearby nitro box. Eventually you come to an electric barrier. Slide under the arcs to reach the other side. When going under the second barrier, time it to avoid being hit by plant spit.

For your next challenge, electric barriers cover the entire path. These turn on and off. As soon as the power goes down, rush past them before they charge up again. Another plant spits at you as you pass two of these barrier close together. Get past one, then stay to the left side to avoid the projectiles until you pass the second barrier. Continue past a totem and more plants to reach the circular platform that takes you to the bonus stage.

Bonus Stage

There are 26 boxes in this stage. Move right and use an arrow box to get up to the platform on the left for three boxes. Drop back down and Belly Flop on a pile of reinforced boxes. Now use an arrow box to jump up and hit two boxes hovering over it, then land on a stack of boxes. Grab the extra life, jump across to the stack on the right, and break the top box. Grab the three extra lives, then drop down and spin-attack the lower boxes before the TNT boxes explode. Finally, jump over a line of nitro boxes to reach the platform that takes you back to the level.

When you return to the level, hit the checkpoint and keep going. At the fork, head right to complete the level and earn the Clear Gem for all the boxes (if you've also completed the death route). After smashing several boxes, you come to a beehive. Move around it and keep going; if you stay near them long, a bee comes out and starts flying around. In that case, use a spin attack. Jump across gaps and use an arrow box to hit a fruit box. There are more beehives to avoid, as well as land mines. Get past a couple of intermittent electric barriers.

Skull Platform

If you make it to the fork in the trail without losing any lives, a Death Route Skull Platform appears in the gap on the left side of the fork. Jump over to it to begin the death route. Carefully jump over a group of nitro boxes. Staying to one side or the other is safest. Continue across a pillar in the middle of a gap while being fired upon by a plant. Don't forget to pick up any boxes along the way. Beehives and mines also await you along this death route. Eventually you reach a gauntlet of plants that all fire at you. Keep moving, dodging the projectiles, to get past them. The Clear Gem is a short distance farther along. Grab it and jump to a Skull Platform to return to the main trail.

After jumping over a pit, you face two plants up ahead. Notice that the ground looks different. Press the Attack button to dig down into the soil. Now you can move without worrying about threats. Jump up once you pass the two plants, and claim the crystal. While underground, you can still hit boxes and defeat those pesky plants. However, you must emerge to jump over gaps.

Secret Portal to Road to Ruin

To get the Clear Gem for Road to Ruin, you need to access a secret stage. The portal to that stage is in this level. Look for the plant off to the left side of the trail on its own spot, where a gap runs down the middle of the trail. Jump over to the plant and do a Belly Flop on it to activate the portal.

Continue along the path and deal with all the threats. Hit the green switch along the way to destroy all the nitro boxes in the level. Eventually you come to a human with a large hammer. Move in quickly to hit him with a spin attack before he can hit you with his hammer. Continue past more mines and another guy with a hammer. Enter the portal room to claim your Clear Gem and return to the warp room.

Time Trial

Time Requirements

Sapphire: 2:40:00

Gold: 1:48:12

Platinum: 1:36:77

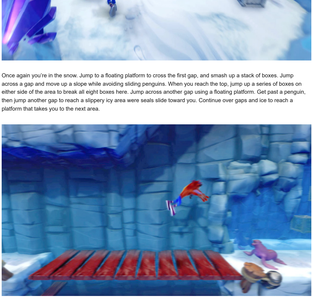
This trial can be tough due to the plants spitting explosives at you. You may have to pause at times where they're hitting a pillar or small area where you have to jump. For the most part, though, keep moving and jump out of the way if the projectiles get too close. The electric barriers may also require brief pauses as you wait for them to shut down. There are quite a few time boxes throughout the level, so collect them to lower your time further. When you reach the hammer guys, run around them; don't risk getting hit while you spin-attack. Finally, it's usually a good idea to stay aboveground through most of the level. However, if you have a hard time with the section containing several plants, digging in offers an alternative.

Alpine Warp Room

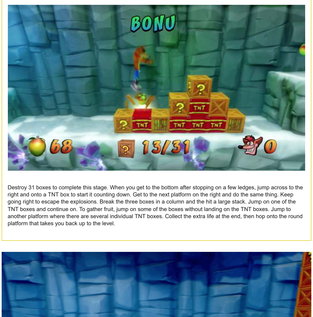
Cold Hard Crash

Rewards: Clear Gem 1—destroy all 155 boxes (death route required to get all the boxes). Clear Gem 2—complete the death route.

This level contains two Clear Gems due to the death route. You must reach the Skull Platform without losing a life to access the death route, then complete that section of the level.

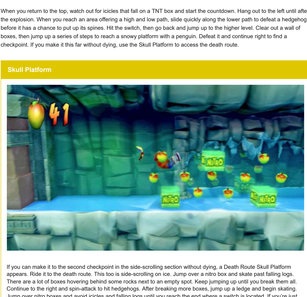


Once again you're in the snow. Jump to a floating platform to cross the first gap, and smash up a stack of boxes. Jump across a gap and move up a slope while avoiding sliding penguins. When you reach the top, jump up a series of boxes on either side of the area to break all eight boxes here. Jump across another gap using a floating platform. Get past a penguin, then jump another gap to reach a slippery icy area were seals slide toward you. Continue over gaps and ice to reach a platform that takes you to the next area.

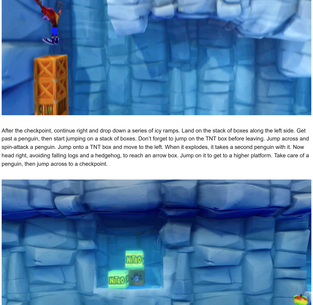


The level changes to side-scrolling. Hit the checkpoint and avoid falling logs, doors, and icicles. Cross a wooden bridge quickly before it falls. These threats repeat; afterward, hop up a series of boxes. Jump up to the top one first, then jump down on the fruit boxes to gather fruit and smash boxes. When it's all cleared out, drop down a shaft to the right next to the large "?" to enter the bonus stage.

Bonus Stage



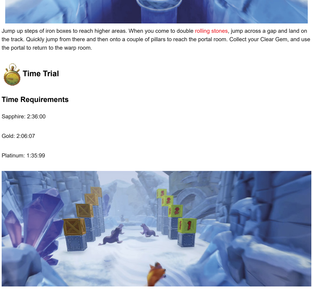
Destroy 31 boxes to complete this stage. When you get to the bottom after stopping on a few ledges, jump across to the right and onto a TNT box to start it counting down. Get to the next platform on the right and do the same thing. Keep going right to escape the explosions. Break the three boxes in a column and the hit a large stack. Jump on one of the TNT boxes and continue on. To gather fruit, jump on some of the boxes without landing on the TNT boxes. Jump to another platform where there are several individual TNT boxes. Collect the extra life at the end, then hop onto the round platform that takes you back up to the level.



When you return to the top, watch out for icicles that fall on a TNT box and start the countdown. Hang out to the left until after the explosion. When you reach an area offering a high and low path, slide quickly along the lower path to defeat a hedgehog before it has a chance to put up its spines. Hit the switch, then go back and jump up to the higher level. Clear out a wall of boxes, then jump up a series of steps to reach a snowy platform with a penguin. Defeat it and continue right to find a checkpoint. If you make it this far without dying, use the Skull Platform to access the death route.

Skull Platform

If you can make it to the second checkpoint in the side-scrolling section without dying, a Death Route Skull Platform appears. Ride it to the death route. This too is side-scrolling on ice. Jump over a nitro box and skate past falling logs. There are a lot of boxes hovering behind some rocks next to an empty spot. Keep jumping up until you break them all. Continue to the right and spin-attack to hit hedgehogs. After breaking more boxes, jump up a ledge and begin skating. Jump over nitro boxes and avoid icicles and falling logs until you reach the end where a switch is located. If you're just going for the second Clear Gem, drop down the shaft and claim it as you return to the level. Otherwise, if you're going for all the boxes, hit the switch and backtrack to break the boxes that have just appeared. Then take the Skull Platform back to the level.



After the checkpoint, continue right and drop down a series of icy ramps. Land on the stack of boxes along the left side. Get past a penguin, then start jumping on a stack of boxes. Don't forget to jump on the TNT box before leaving. Jump across and spin-attack a penguin. Jump onto a TNT box and move to the left. When it explodes, it takes a second penguin with it. Now head right, avoiding falling logs and a hedgehog, to reach an arrow box. Jump on it to get to a higher platform. Take care of a penguin, then jump across to a checkpoint.

Get past another hedgehog and penguin, then hit some switches hidden behind rocks. This causes four boxes to appear. Smash them, jump over a nitro box, and land on a penguin. Do the same thing on a lower platform. Keep going right. When you see two nitro boxes in an alcove, jump up to the side of them and move behind them. Jump on a hidden box for an extra life. Skate past falling logs, then drop down a shaft to reach the next stage of the level.

Hit the checkpoint and begin moving forward again. Jump across a gap, avoid a penguin, and then jump again onto a narrow strip of land with several nitro boxes. Carefully jump over them and across a gap to find the crystal. Jump across gaps and deal with penguins, hedgehogs, and rolling stones. Near the next checkpoint, hit the switch to blow up all the nitro boxes in the level.

Jump up steps of iron boxes to reach higher areas. When you come to double rolling stones, jump across a gap and land on the track. Quickly jump from there and then onto a couple of pillars to reach the portal room. Collect your Clear Gem, and use the portal to return to the warp room.

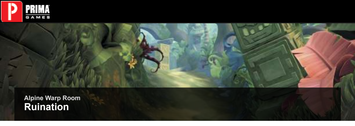
Time Trial

Time Requirements

Sapphire: 2:36:00

Gold: 2:06:07

Platinum: 1:35:99



Alpine Warp Room
Ruination

Rewards: Clear Gem 1—destroy all 84 boxes. Clear Gem 2—Green Gem required to access a secret area.

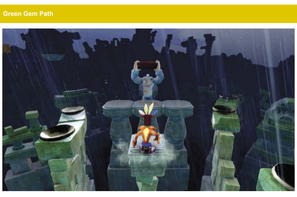
There are two Clear Gems in this level. To get the second one, you need the Green Gem, obtained earlier in the Eel Deal level. This level is another one set in temple ruins, where you walk around on elevated platforms and any fall is fatal.

This level starts with a flame trap in the form of a fire-spouting gorilla head. Wait until it stops, then jump across to a small platform, one onto a large area. Hit the four boxes carefully, because there's a nitro box hiding behind them. Jump across to a brown platform, which falls if you stay on it too long, and then to the next platform. Land on the mouse and break a box.

Continue jumping forward. Spin-attack to deal with another mouse, then jump before the lizard gets you. There's a flame trap up ahead, so wait until it's been flaming for a bit before you jump over to the brown platform and then across the gap by the flame trap. Continue to the checkpoint, then head right. A lizard moves along a platform; time your jump so you cross the brown platform and avoid the lizard to reach another platform.

You now face a monkey between two stacks of TNT boxes. Jump up on the first stack and then onto the monkey. Jump on the second stack to start the countdown, then continue onto the next platform before the explosion. Jump over two nitro boxes, then to a platform with an arrow box. Use it to jump up and claim a hidden Aku Aku Mask. Jump forward into an area with a switch. Hit it to make nitro boxes appear. Get over them, then move along a row of platforms, including brown ones. Get past a monkey along the way, and continue to the checkpoint. If you have a Green Gem, ride the Green Platform to a secret area.

Green Gem Path



When the platform stops, a gorilla is off to the right, throwing logs at you. Either jump over the logs or hit them with a spin attack. Advance across platforms and hit the gorilla with a flying spin attack. Keep going past two rotating flame traps. There are brown platforms here, so either time your movement or jump over the flames. When you reach a corner, move forward. More logs come at you. Continue until you defeat the second gorilla. Cross two tilting platforms to reach a corner. Head left. Run across brown platforms, then jump to a larger area with lots of Wumpa fruit. Continue forward to defeat a third gorilla, then go on to claim the second Clear Gem. Jump across to the left to find the Green Platform that takes you back to the level. However, note that it takes you farther along in the level, so you miss boxes you need to earn the first Clear Gem. To get both in the same playthrough, fall and die once you have the Clear Gem from this secret area. You're taken back to the checkpoint where you first got onto the Green Platform.

Jump across to the next walkway and avoid two rotating flame traps. Jump onto moving platforms to get across to the circular "?" platform that takes you to the bonus stage.

Bonus Stage

There are 49 boxes in this stage! Near the start is a wall of reinforced boxes, so jump up onto them and Belly Flop to destroy them. Jump up to make some boxes appear. Continue to the right and jump onto a TNT box. From there, jump up onto a reinforced box. Wait until the explosion, then Belly Flop to destroy these boxes. Do the same thing a second time on the next platform. Jump across a bridge of wooden boxes, destroying each without failing. Then reach the circular platform to ride it back to the level.

Move forward across platforms, defeating a monkey jumping back and forth between two of them. Get past a pair of rotating flame traps to grab a mask, then continue past another pair of traps. Reach a corner with a checkpoint. Now start moving left. Jump over two nitro boxes, landing on a mouse in the middle. Follow the walkway to a TNT box. Jump on it, then slide into a lizard to get past it. At the corner, turn right and jump onto a series of leaning pillars. You must move up the pillars; you fall off if you just stand there. Continue onto a stable platform, then move forward to jump into the large area where you pick up the crystal.

The next challenge is four rotating platforms, each holding a mouse. Jump onto one of the platforms, landing on the mouse to clear it. Jump onto the switch in the middle to detonate all the nitro boxes in the level, then jump back onto a moving platform to reach a corner with a checkpoint. Head right, jumping across small platforms. Be ready to spin-attack the logs that come at you from a gorilla. Keep going and hit the gorilla with a flying spin attack, then jump across to the door to the portal. Grab the Clear Gem if you've collected all the boxes, then take the portal back to the warp room.

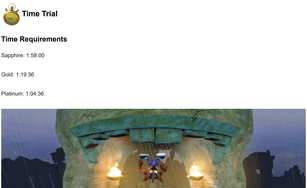
Time Trial

Time Requirements

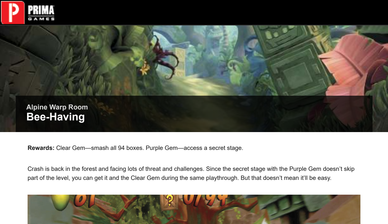
Sapphire: 1:58:00

Gold: 1:19:36

Platinum: 1:04:36



There are a lot of jumps in this level, though with a few exceptions, the platforms are stationary so you can move along them quickly. You have to pause at the flame traps, especially when crossing brown platforms that fall. The tilting pillars are another area that slows you down. For the rest of the level, stay in motion most of the time. There are some time boxes, so hit them whenever you see them.



Alpine Warp Room
Bee-Having

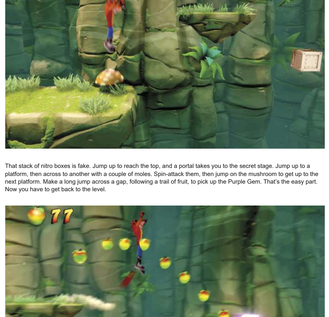
Rewards: Clear Gem—smash all 94 boxes. Purple Gem—access a secret stage.

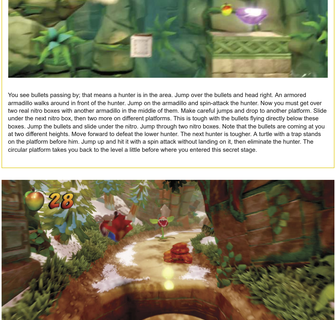
Crash is back in the forest and facing lots of threat and challenges. Since the secret stage with the Purple Gem doesn't skip part of the level, you can get it and the Clear Gem during the same playthrough. But that doesn't mean it'll be easy.

Right at the start, you have a hammer guy coming at you. Run toward him and spin-attack to get him before he gets you. Jump over a gap. A plant shoots projectiles at you. Either dodge them or dig into the dirt and move underground until you reach the next gap, which you must jump across. Grab a mask, then jump across to the next area and deal with another hammer guy.

As you pass by some large beehives, several bees come after you. Keep moving, and after jumping over a gap, dig into the dirt to escape them. Dodge the nitro boxes, or you'll set them off even if you're underground. Pop up and jump over a gap to reach a checkpoint. Run past another beehive, then slide underneath an electric barrier before quickly jumping a gap. There's a box hidden behind some nitro boxes. Carefully jump on it, then cross the gap. Carefully pass a beehive and some nitro boxes before jumping over the gap.

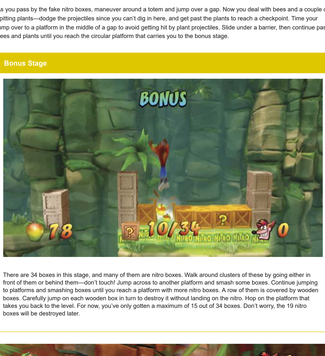
Avoid a totem that makes sudden and quick movements. Stop before you reach the next beehive. There's an intermittent electric barrier up ahead. Wait until it's been active for a bit, then rush toward it. You should get to it just at the power goes down. If you move past the beehive and then wait, you end up fighting off bees. Slide underneath the next barrier, then jump a gap to reach the next checkpoint.



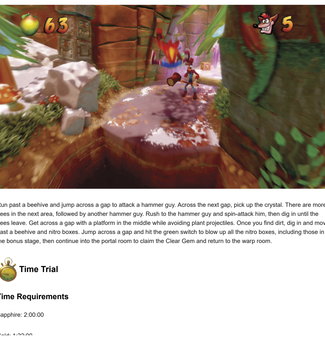


After passing the next beehive and jumping across a gap, don't dig in until after you hit the hammer guy—he can pound you while you're underground. Repeat this tactic with more bees and another hammer guy. Continue until you see a group of nitro boxes stacked like steps.

Purple Gem



That stack of nitro boxes is fake. Jump up to reach the top, and a portal takes you to the secret stage. Jump up to a platform, then across to another with a couple of moles. Spin-attack them, then jump on the mushroom to get up to the next platform. Make a long jump across a gap, following a trail of fruit, to pick up the Purple Gem. That's the easy part. Now you have to get back to the level.



You see bullets passing by; that means a hunter is in the area. Jump over the bullets and head right. An armored armadillo walks around in front of the hunter. Jump on the armadillo and spin-attack the hunter. Now you must get over two real nitro boxes with another armadillo in the middle of them. Make careful jumps and drop to another platform. Slide under the next nitro box, then two more on different platforms. This is tough with the bullets flying directly below these boxes. Jump the bullets and slide under the nitro. Jump through two nitro boxes. Note that the bullets are coming at you at two different heights. Move forward to defeat the lower hunter. The next hunter is tougher. A turtle with a trap stands on the platform before him. Jump up and hit it with a spin attack without landing on it, then eliminate the hunter. The circular platform takes you back to the level a little before where you entered this secret stage.

As you pass by the fake nitro boxes, maneuver around a totem and jump over a gap. Now you deal with bees and a couple of spitting plants—dodge the projectiles since you can't dig in here, and get past the plants to reach a checkpoint. Time your jump over to a platform in the middle of a gap to avoid getting hit by plant projectiles. Slide under a barrier, then continue past bees and plants until you reach the circular platform that carries you to the bonus stage.

Bonus Stage

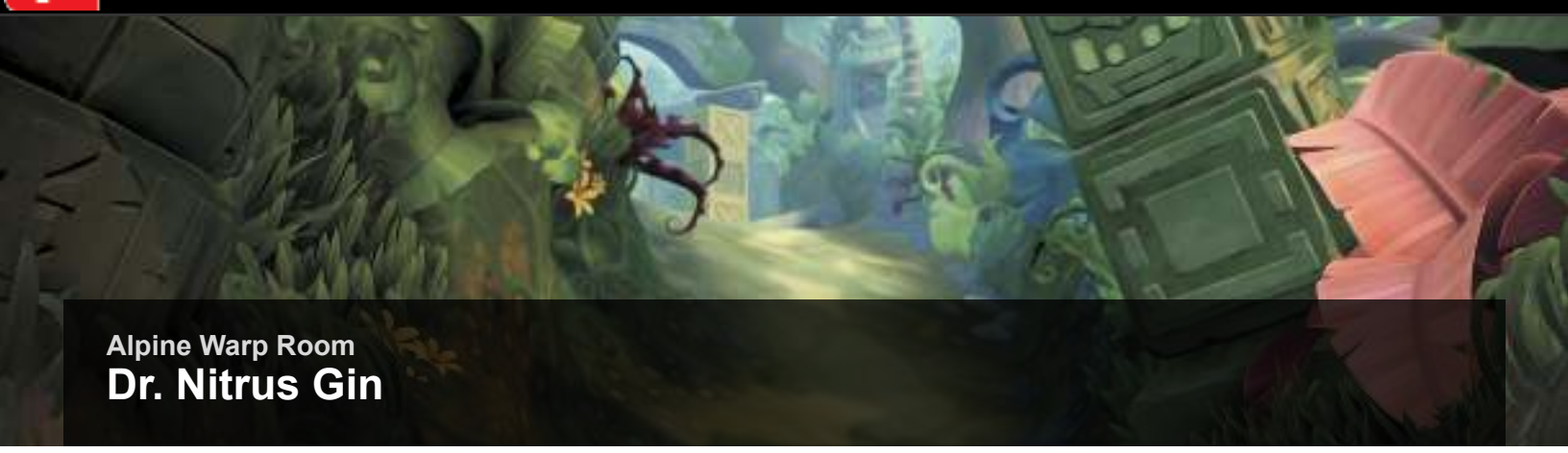
There are 34 boxes in this stage, and many of them are nitro boxes. Walk around clusters of these by going either in front of them or behind them—don't touch! Jump across to another platform and smash some boxes. Continue jumping to platforms and smashing boxes until you reach a platform with more nitro boxes. A row of them is covered by wooden boxes. Carefully jump on each wooden box in turn to destroy it without landing on the nitro. Hop on the platform that takes you back to the level. For now, you've only gotten a maximum of 15 out of 34 boxes. Don't worry, the 19 nitro boxes will be destroyed later.

Run past a beehive and jump across a gap to attack a hammer guy. Across the next gap, pick up the crystal. There are more bees in the next area, followed by another hammer guy. Rush to the hammer guy and spin-attack him, then dig in until the bees leave. Get across a gap with a platform in the middle while avoiding plant projectiles. Once you find dirt, dig in and move past a beehive and nitro boxes. Jump across a gap and hit the green switch to blow up all the nitro boxes, including those in the bonus stage, then continue into the portal room to claim the Clear Gem and return to the warp room.

Time Trial

Time Requirements

Sapphire: 2:00.00

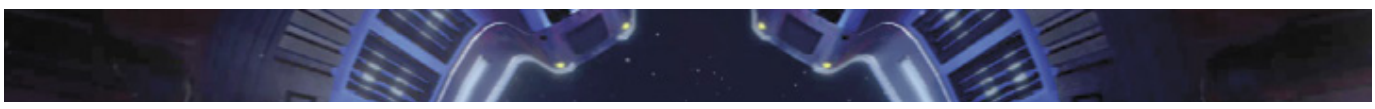


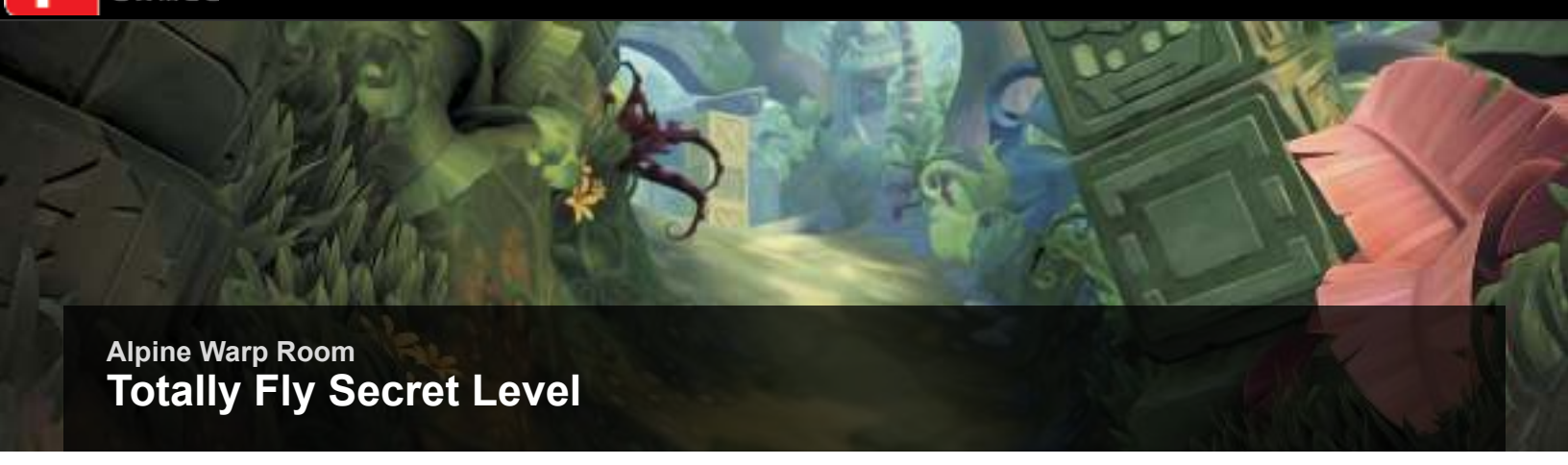
Alpine Warp Room

Dr. Nitrus Gin

Once you collect the five crystals from the levels of the Alpine Warp Room, go challenge Dr. Nitrus Gin to a fight. Be prepared. The doctor comes with his own mech to take you on. Luckily, you have more than a spin attack for taking on a mech—Wumpa fruit!

The mech opens its laser arms in preparation to fire at you. Throw fruit at the yellow parts to damage them. When it attacks, a laser beam moves across, zigzagging up and down. If you try to jump it, you'll be killed, so slide underneath and continue throwing fruit until you destroy both arms. Dr. N. Gin has now lost two health.





Alpine Warp Room
Totally Fly Secret Level

Rewards: Clear Gem—destroy all 44 boxes.

A secret portal in the Hangin' Out level leads to this secret level. Check out the section covering that mission earlier to discover how to reach this place. You can earn a Clear Gem here like any other level.

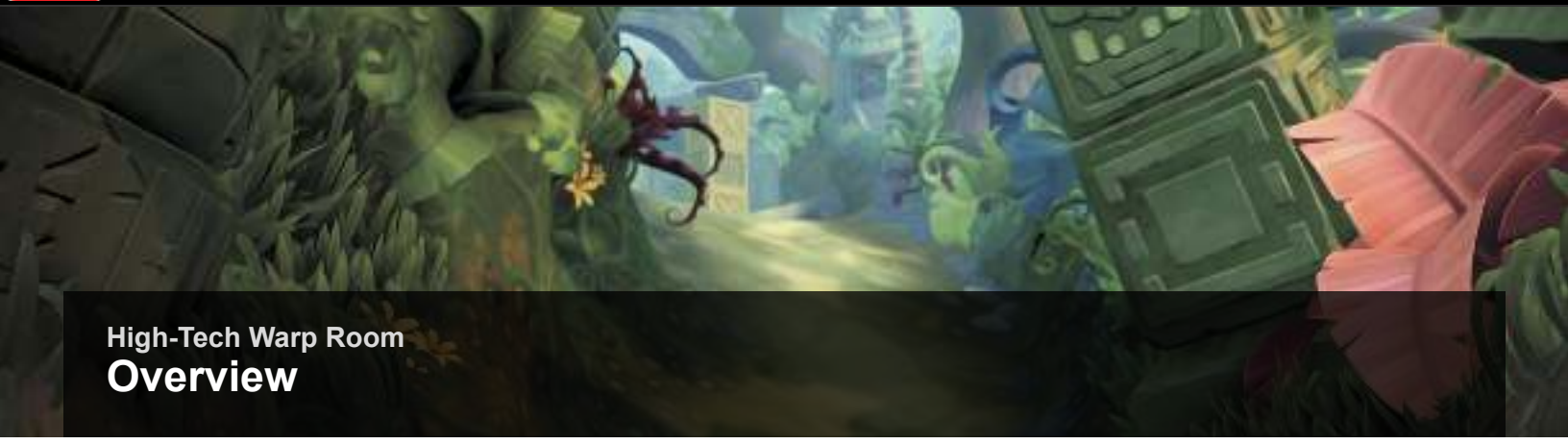
This level takes place in the dark. A firefly follows you around to provide light. If you stop, the firefly flies on ahead and leaves you. New fireflies can be found near boxes and replace those that have used up their light. Jump across a gap near the start and clear away a mouse. Follow the path, jumping over gaps and eliminating mice. When you come to a lizard, slide into it while it's facing you to defeat it.

After smashing a wall of boxes, defeat a mouse and jump over a nitro wall. Keep going to reach the checkpoint. Time your movements to avoid the spiky robots that hover back and forth across the trail. Continue to the checkpoint and the platform that carries you to the bonus stage.

Bonus Stage

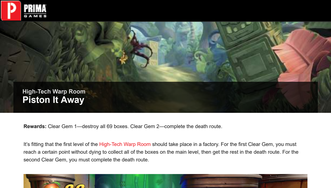
There are only 18 boxes here. Jump across platforms until you reach a stack of boxes. Smash them. On the next platform, jump over a couple nitro boxes, then onto a TNT box on the next platform. Avoid the explosion, which triggers a switch and makes more boxes appear. Continue to the right and destroy two stacks of boxes. Break the final two boxes near the platform that carries you back to the level. Leave the two nitro boxes for later.

Get moving down the trail again. Slide into a couple of lizards along the way. Belly Flop on several reinforced boxes. The firefly flies away when its light goes out. Destroy the reinforced boxes before grabbing another firefly.



High-Tech Warp Room
Overview

You've reached the fifth and final warp room. There are five more levels here, as well as a boss battle with Dr. Neo Cortex himself. You must use the skills developed in the previous levels to conquer these last five. As before, you must collect a crystal from each level in order to unlock the boss battle.



High-Tech Warp Room

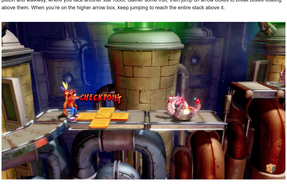
Piston It Away

Rewards: Clear Gem 1—destroy all 69 boxes. Clear Gem 2—complete the death route.

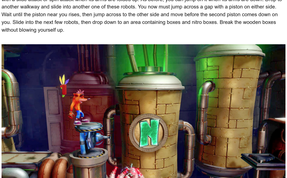
It's fitting that the first level of the High-Tech Warp Room should take place in a factory. For the first Clear Gem, you must reach a certain point without dying to collect all of the boxes on the main level, then get the rest in the death route. For the second Clear Gem, you must complete the death route.

As you enter the factory, smash some boxes and grab a mask. Watch out for the piston that drops—it can squash you. Time your move below it, and jump up onto a platform to meet a new enemy. This robot deals damage if you jump onto it; if you use a spin attack, you hit the glowing pipes around it. Instead, slide into these four-legged robots to defeat them. Wait for the robot on the lower level to walk away so you can drop down, then slide-attack it as well.

Ride a piston up to a higher walkway, then slide into a third robot. To get past the four pistons, move forward and wait for the next one to rise, then quickly move under it before the previous one drops. Jump across to another walkway and face a new robot. This one looks like a starfish with several arms. Don't spin or slide-attack this one when its arms are out, or you hit the arms and take damage. Instead, jump on top of it. At the end of the walkway, ride a piston up, then jump across to another piston and walkway, where you face another star robot. Gather some fruit, then jump on arrow boxes to break boxes floating above them. When you're on the higher arrow box, keep jumping to reach the entire stack above it.



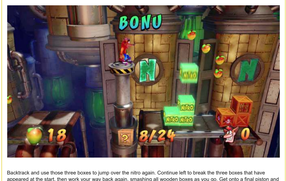
Get past a piston, then slide-attack into a robot. After another piston, follow the walkway around to a checkpoint. You now face the robot with several arms; however, here you see that those arms can fold up and hold an electric charge. Defeat it with a slide attack or spin attack when its arms are folded up. As before, you can jump on it when its arms are down. Drop to another walkway and slide into another one of these robots. You now must jump across a gap with a piston on either side. Wait until the piston near you rises, then jump across to the other side and move before the second piston comes down on you. Slide into the next few robots, then drop down to an area containing boxes and nitro boxes. Break the wooden boxes without blowing yourself up.



As you continue right, jump over glowing-hot pylons and defeat more robots. Get past a jump with pistons on either side, and continue to a checkpoint and the crystal for this level. Move forward, defeating two robots along the way, then head right again. Wait for the robot to move away from the pylons so you can jump over and then slide-attack. Continue to the right until you come across a blue object that looks like a weapon. To the right is a blue pressure pad. When you step on this, the weapon fires a ball of energy. Hit the ball with a spin attack, or jump away from it so it doesn't hurt you. When you jump on the pressure pad to reach a higher walkway, jump off quickly to avoid the energy ball. There's another pressure pad in front of a blue weapon, so jump over the pad to avoid getting hit point-blank with a ball. Continue to the "?" sign, then drop down a shaft to the bonus stage.

Bonus Stage

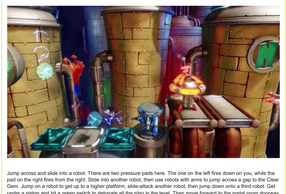
You land next to empty spots for three boxes. You need to get a total of 24 boxes in this stage. Jump across to a piston and ride it up to jump onto the top of a stack of boxes. Jump across to another piston, and ride it up to jump over nitro boxes and reach three wooden boxes, one of which contains an extra life. Don't break them yet! Jump across to another piston and over more nitro boxes to hit a switch.



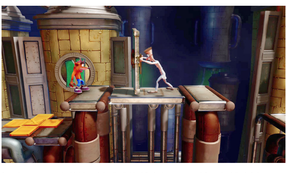
Backtrack and use those three boxes to jump over the nitro again. Continue left to break the three boxes that have appeared at the start, then work your way back again, smashing all wooden boxes as you go. Get onto a final piston and ride it up to make a long jump to the last platform. Break more boxes before riding the circular platform back up to the level. Don't worry that you've only collected 16 boxes; the nitro boxes will be destroyed later. As you fly back, you get to see what you face in the death route.

Skull Platform

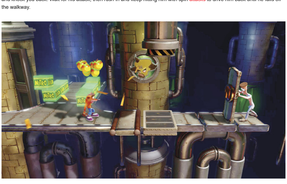
The Death Route Skull Platform is found near the second checkpoint if you haven't yet died in the level. You must reach the end of this route to earn the second Clear Gem. Hit a couple boxes, then cross a jump with pistons on either side. It takes careful timing. Jump past as the left piston is coming down and the right is going up. Jump over nitro boxes, and defeat a shield lab assistant and some robots to reach the checkpoint. Jump across a gap, using a robot midway. Wait until its arms are extended, then continue to a small platform with some boxes.



Jump across and slide into a robot. There are two pressure pads here. The one on the left fires down on you, while the pad on the right fires from the right. Slide into another robot, then use robots with arms to jump across a gap to the Clear Gem. Jump on a robot to get up to a higher platform, slide-attack another robot, then jump down onto a third robot. Get under a piston and hit a green switch to detonate all the nitro in the level. Then move forward to the portal room doorway to get the first Clear Gem for destroying all the boxes. This second exit takes you back to the warp room.



As you jump across a gap to slide into a robot, notice that the left edge is a pressure pad. As you touch it, a ball of energy comes down from an unseen weapon. Move right to avoid it. Jump up onto another weapon. There's a row of pressure pads in front of it. Make a long jump so you hit only the last one, then rush forward to break the checkpoint and jump up to the next walkway to avoid getting hit by the ball. Watch out for the shield lab assistant here—he pushes the shield forward to hit you and knock you back. Wait for his attack, then rush in and keep hitting him with spin attacks to drive him back until he falls off the walkway.



Continue past a piston and a robot; how you attack it depends on its arms. Jump across to another shield lab assistant. He's near the edge, so wait for the attack, then quickly jump and spin-attack to push him back so you're not the one sent flying. Keep going to where two rows of nitro boxes are located. There's an extra life between them. If you haven't yet died, backtrack to the Skull Platform for more boxes located in the death route. If you've already lost a life, continue to the end from this point on. The exist isn't much farther; you only face robots and a lab assistant. Though you don't get any Clear Gems, you do have the crystal.

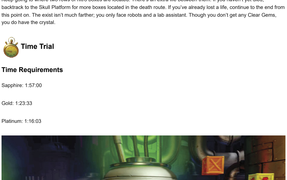
Time Trial

Time Requirements

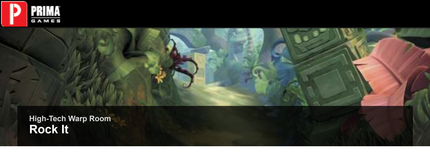
Sapphire: 1:57.00

Gold: 1:23.33

Platinum: 1:16.03



This time trial is tough. You deal with a variety robots and don't have a lot of time to pause. Jumping over the robots with arms is often easier than thinking about which attack to use in a rush. There are several time boxes, so be sure to get them all. Don't waste time on the other boxes. By the time you do the time trial, you should be familiar with the level, which makes it easier. Don't attempt the bonus stage or the death route. Simply rush to the portal to stop the clock.



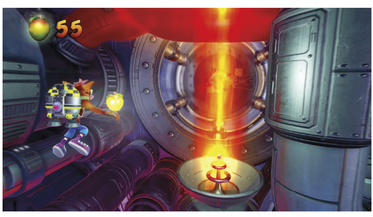
High-Tech Warp Room

Rock It

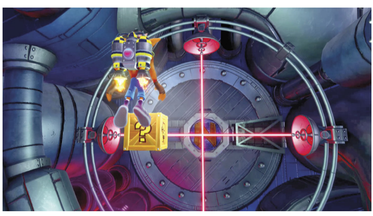
Rewards: Clear Gem—smash all 39 boxes.

Now for something completely different! This level has Crash using a rocket pack. Maneuvering can take some getting used to. Directions appear on-screen, and controls vary depending on your platform. You don't have to rush, so take your time clearing out all of the boxes for the Clear Gem. To deal with gravity, fire your rockets to go up, and also to move forward and back.

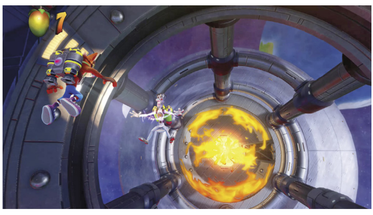
Start off by flying forward. Get next to a box and use a spin attack to destroy it.



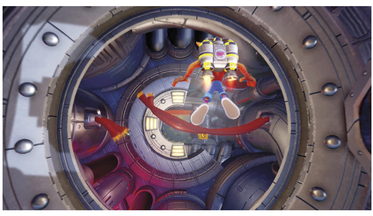
When you see hot plasma beams, move around them to the sides so you don't get fried. For your next obstacle, you encounter four red mines that move around in a circle. They slowly come together and apart every so often. Time your movement through them while they're apart.



Continue to the next area, where you find a checkpoint as well as lots of other boxes, including a TNT box. Don't spin-attack—it detonates immediately. Instead, hover above it and then drop onto it. Fly out of the way before the explosion. Ahead are four laser dishes. They fire in different patterns. Go through as they fire along the sides, and avoid their fire across the middle of the passageway.

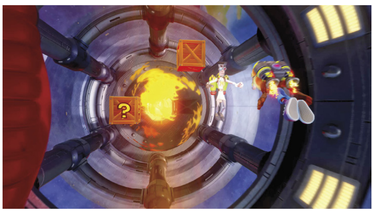


In the next area are lots of red-hot pipes and plasma beams. Avoid them all. Next, you face a lab assistant with his own rocket pack. Wait until he shocking gloves have to recharge, then rush in and hit him with spin attacks until he's pushed into the hot gases behind him.



To get past the floating cables, watch their pattern and maneuver accordingly to reach the next checkpoint. Get past some of those red mines, then fly to break a box near several nitro boxes. Pass more red-hot pipes and a plasma beam, and engage another flying lab assistant.

Trigger another checkpoint near more laser dishes, and fly through while avoiding the beams. Continue past numerous floating nitro boxes. Going low is the safest route. Continue past floating cables, red-hot pipes, and a plasm beam. The crystal is to the left of the plasma beam.



After you defeat one more flying lab assistant, fly forward and land to remove the rocket pack. Hit the green switch to destroy all the nitro boxes in the level. Keep moving forward to grab the Clear Gem, and take the portal back to the warp room.

Time Trial

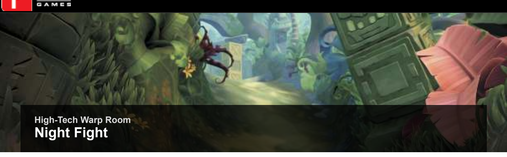
Time Requirements

Sapphire: 1:15:00

Gold: 0:59:55

Platinum: 0:53:44

Since there aren't many dangers at the start, rush through and pick up time boxes along the way. Defeat the flying lab assistants so they destroy the hot gases behind them, allowing you to pass. Consider slowing down for the laser dishes and floating cables, to time your movements and so avoid getting hit. As soon as you land, rush for the portal to stop the clock.



High-Tech Warp Room
Night Fight

Rewards: Clear Gem 1—destroy all 46 boxes. Clear Gem 2—get through the death route.

Once again, you're moving along a jungle path in the dark. The only light you have is a firefly that flies alongside you. It doesn't last long, so get new fireflies as you come across them. If you stop for too long on the trail, the firefly flies on without you, leaving you in the dark. You don't need the death route to earn the first Clear Gem. To get both gems on the same playthrough, don't die before reaching the death route, follow it to the second Clear Gem, and either backtrack or die to return to the main level. You can also backtrack the end of the death route to break the two boxes.

At the start, simply jump across some gaps. Watch for a mouse that moves across the path in front of you. Break boxes along the way as you continue dealing with gaps and mice. Either jump over the mice or use spin attacks to clear them away. Continue to the checkpoint. Jump over more gaps and get past several lizards. Either jump over them or slide-attack into them.

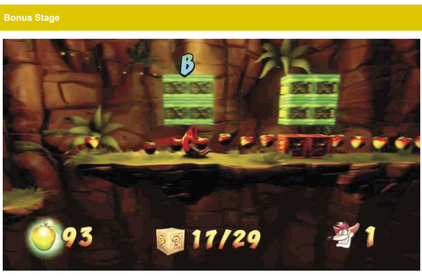
Skull Platform

The Death Route Skull Platform appears shortly after the first checkpoint if you haven't died so far during the level. Ride it to the death route, which is simply a trail that goes left at a fork. Jump over a series of gaps and deal with mice. When you come across a spiky robot flying across the path, time your movement around it, then slide into or jump over a lizard. Get past two more spiky robots and a lizard to make it to the gem.

Next, maneuver around spiky robots. They're not moving, so go either left or right past them, depending on their positions. Jump across a gap and squeeze though an open space between more of these robots to reach the crystal, a checkpoint, and another firefly.

The spiky robots move back and forth in the next stage, so dodge them. Clear out a lizard along the way. When you reach the circular "?" platform, ride it to the bonus stage.

Bonus Stage



This stage can be tough—like the main level, it's in the dark, and you need a firefly. Follow the trail of fruit as you jump up onto platforms, then down to an area with lots of boxes. Smash them and grab another firefly. Get up to a platform with floating nitro boxes. Crawl or slide beneath them, then slide through a couple wooden boxes to get to the other side. Jump across to another platform to break more boxes, then take the circular platform back to the level.

Smash a box and jump over a couple nitro boxes. Jump across the left side of a gap to avoid spiky robots on the other side. When you come to a fork where the death route rejoins the main path, go left and backtrack to break two boxes. Then go forward again.

Continue jumping over gaps, avoiding mice and spiky robots and dealing with lizards until you reach the green switch. Hit it to destroy all the nitro boxes, then go through the doorway to claim the Clear Gem, if you've broken all the boxes. Take the portal back to the warp room.

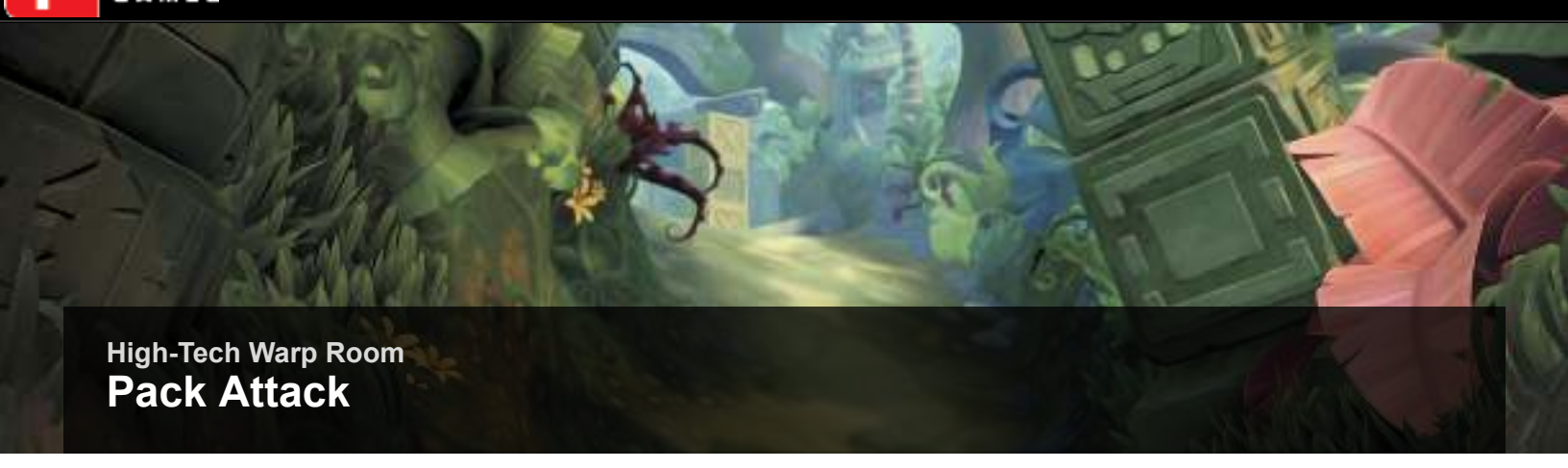
Time Trial

Time Requirements

Sapphire: 1:45:00

Gold: 1:10:98

Platinum: 1:04:49

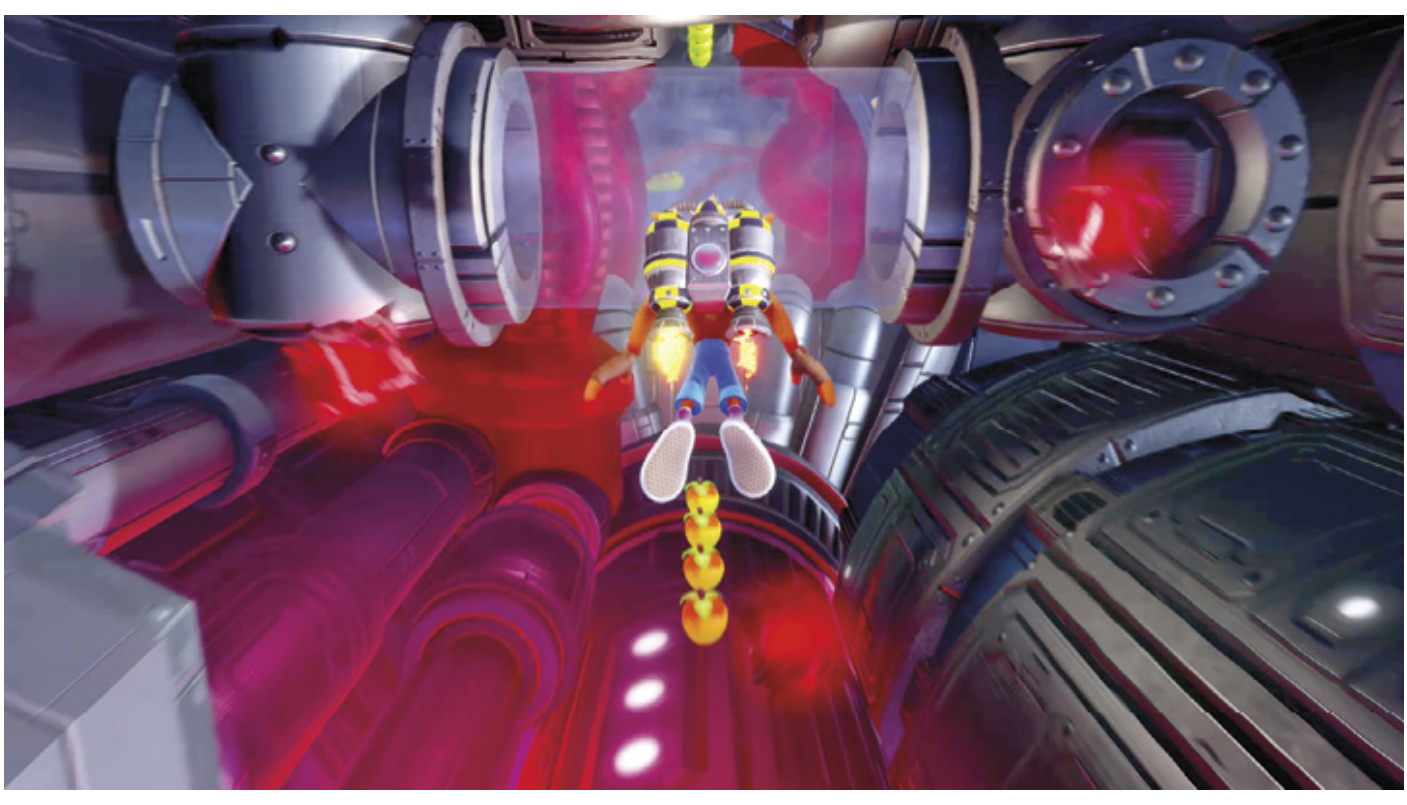


High-Tech Warp Room

Pack Attack

Rewards: Clear Gem—destroy all 45 boxes.

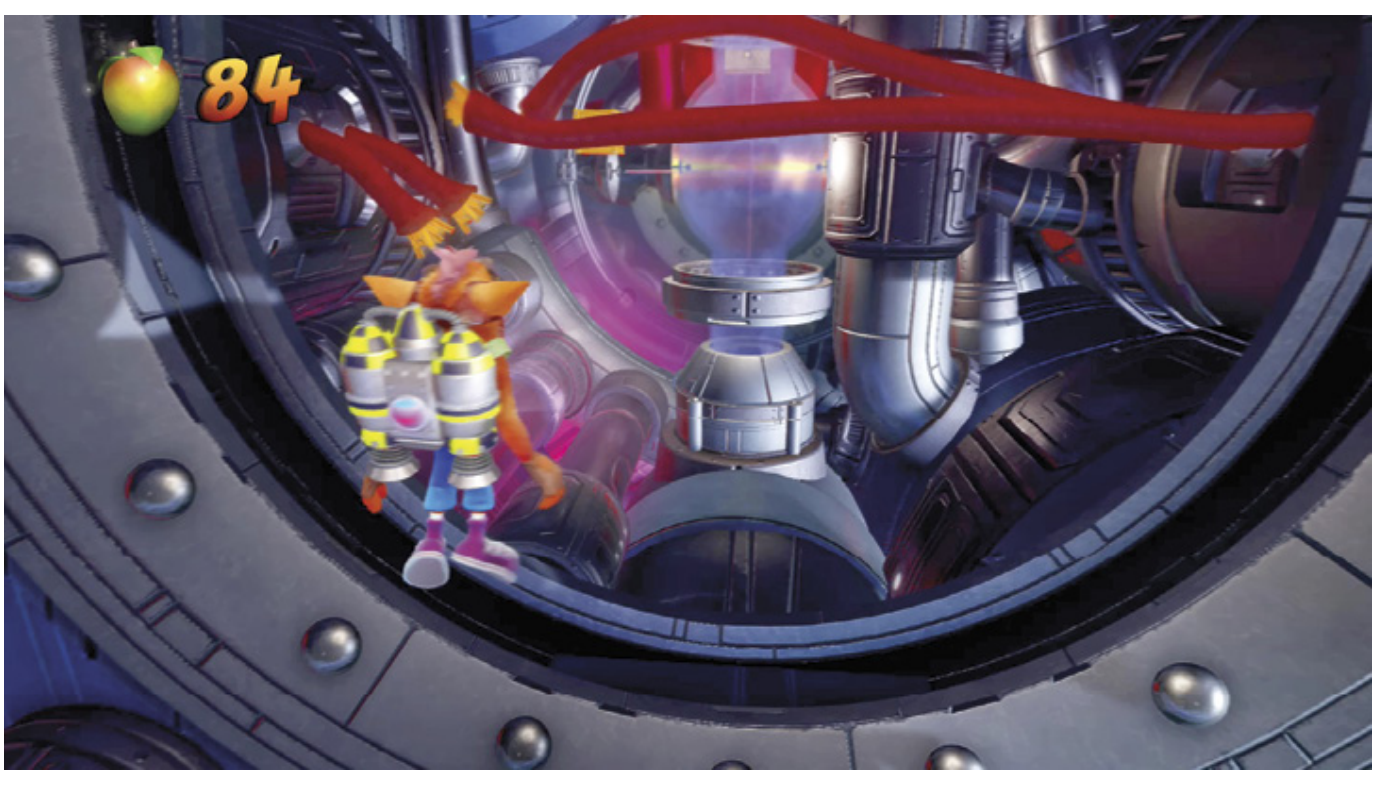
Previously Crash had the opportunity to strap on a rocket pack and navigate a series of dangers. It's time to fire up the rocket pack and fly again. There are no bonus stages during this level, so collect all of the boxes and get to the end.



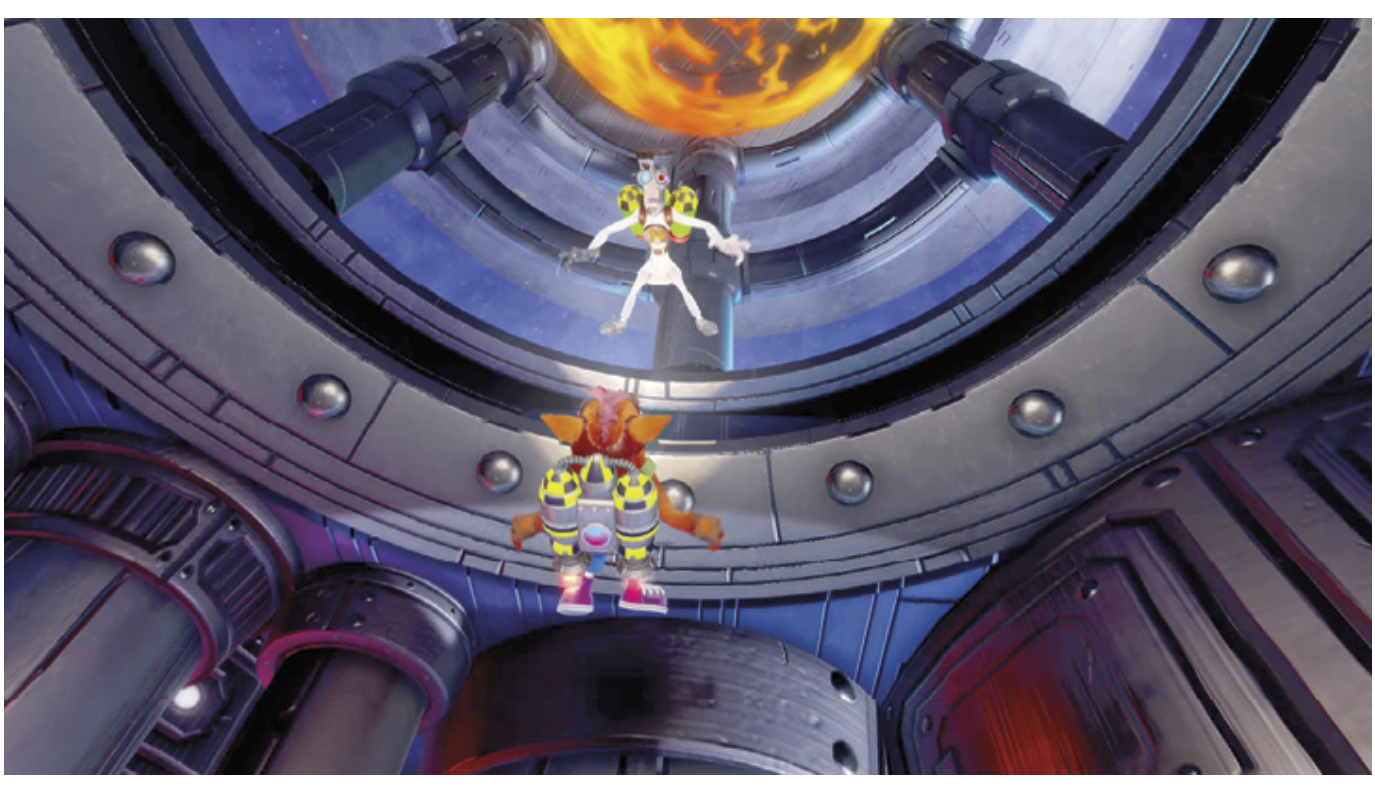
The first threat is right at the start. Wait for the four red mines to come together and move apart before flying through the middle of them. Maneuver carefully past red-hot pipes. Move through a narrow opening in the middle. The area right after contains several boxes, so fly around and spin-attack them all.

To get past the laser dishes, wait for them to fire across the path, then immediately rush through when the way is clear. Go around a plasma beam, and stay to the right to move past red-hot pipes.

Stay low to get under floating cables and avoid being hit. Break the checkpoint and another box in the safe area before getting past laser dishes and going under a plasma beam.

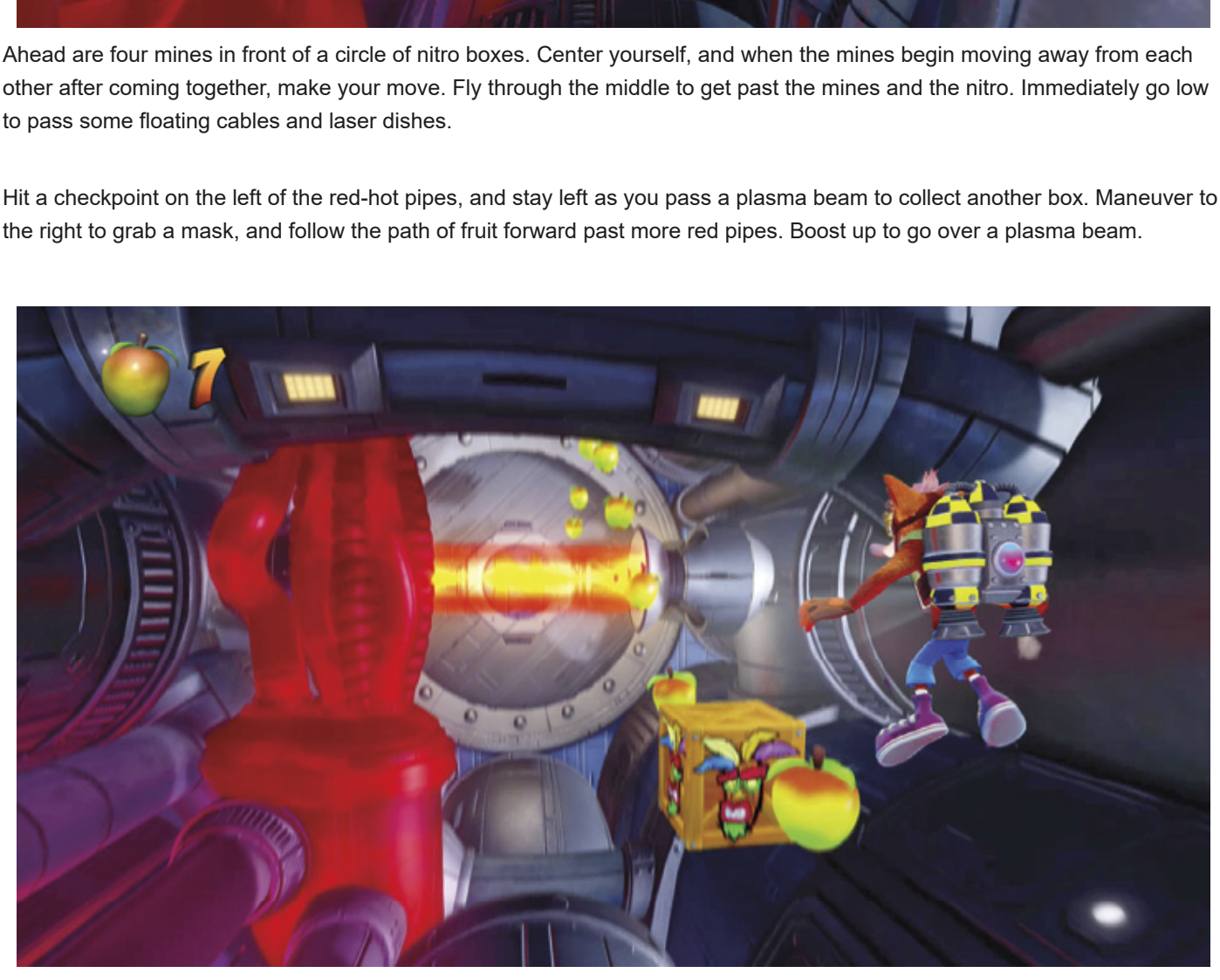


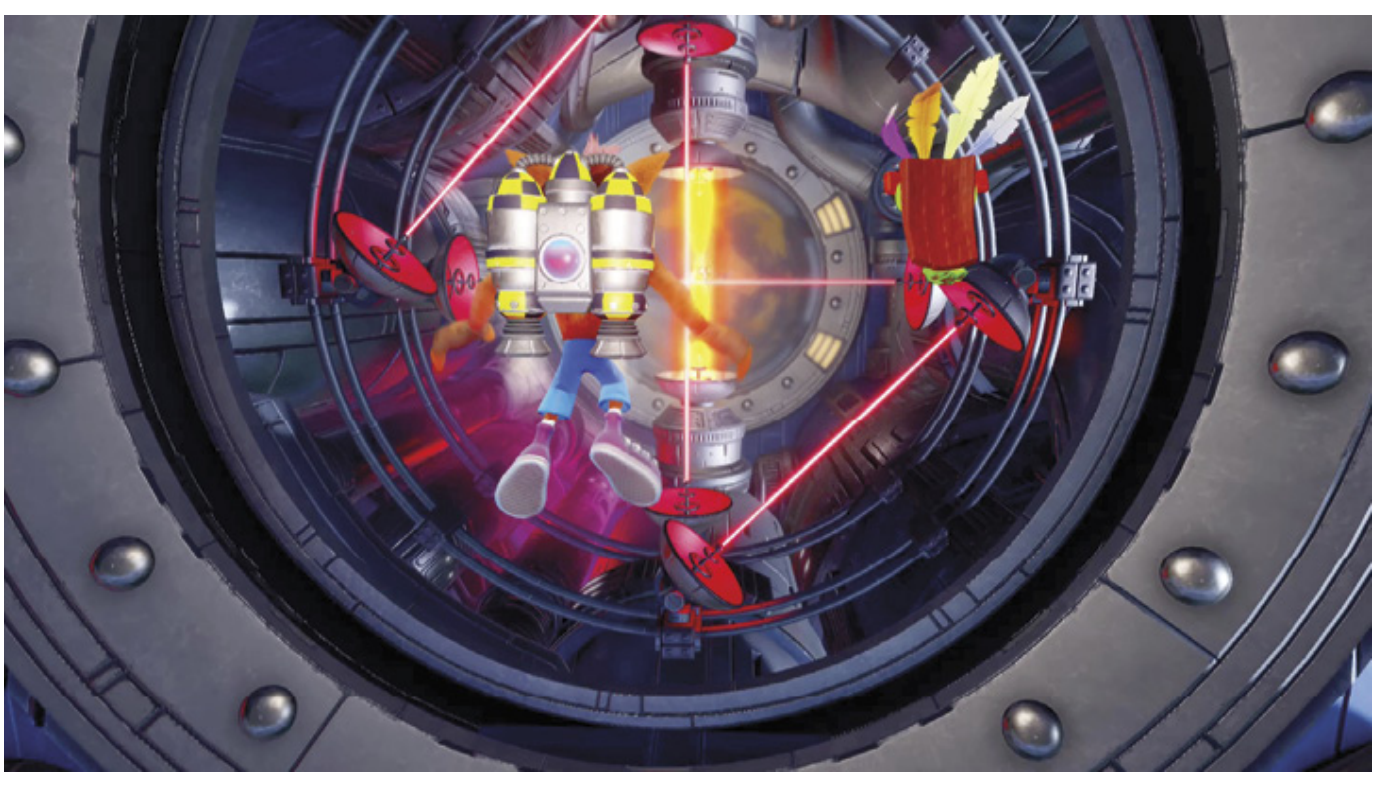
A flying lab assistant blocks your way. Wait for his electric gloves to recharge, then spin-attack him twice until you push him back into the hot gases behind him. Continue forward, go over a plasma beam, and break another box while avoiding red-hot pipes to the left.



Ahead are four mines in front of a circle of nitro boxes. Center yourself, and when the mines begin moving away from each other after coming together, make your move. Fly through the middle to get past the mines and the nitro. Immediately go low to pass some floating cables and laser dishes.

Hit a checkpoint on the left of the red-hot pipes, and stay left as you pass a plasma beam to collect another box. Maneuver to the right to grab a mask, and follow the path of fruit forward past more red pipes. Boost up to go over a plasma beam.

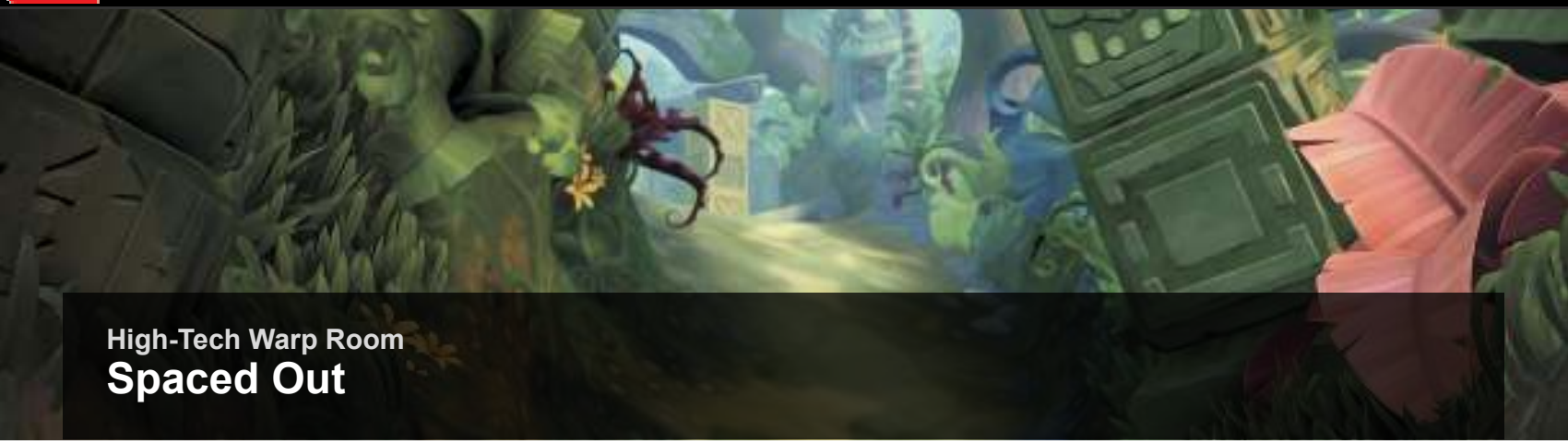




Double sets of laser dishes take their turn at trying to stop you. Wait until the middle is clear, then rush through. Move left to break a box and avoid a plasma beam. Another flying lab assistant blocks your way. He's out a distance from the hot gas, so spin-attack him several times to push him back to his defeat.

Continue past more laser dishes, and move into an area with yellow walls. There are three boxes in here. Next, go under red pipes and over a clear tube. Stay left to break a box and avoid several nitro boxes.

Another flying lab assistant awaits. Four red mines move around in front of him. Time your movements to get through the



High-Tech Warp Room

Spaced Out

Rewards: Clear Gem 1—smash all 60 boxes. Clear Gem 2—use five colored gems to unlock five secret stages, and get to the end.

This final level of the warp room—and of the game—is quite long and challenging. Not only does it have a bonus stage, but also five different secret stages. You need a different colored gem to unlock each of these secret stages. If you haven't already earned those gems, it's a good idea to get them prior to playing this level. Or feel free to focus on the first Clear Gem and continuing on to the boss battle. Without all five colored gems, you can still collect the crystal and all the boxes. Since the five secret stages are linked, you must have all of the colored gems to attempt that collective section of the level; you can't tackle them individually.

Danger presents itself right from the beginning. Follow the walkway to a platform. As you jump onto it, avoid the hot pipes surrounding the edges. Stick the landing directly in the center of this platform when you jump onto it, as it moves back and forth. Jump up onto a walkway, and get past pistons and robots with curling arms. The pistons only come down partway, so stand under them while waiting to attack the robots—you won't get smashed. The Blue Platform, accessed with the Blue Gem, is located here and leads to the Gem Path.

Multicolored Gem Path

At the first checkpoint, jump onto the Blue Platform to access the first secret stage. To time a jump under two pistons, move under the first and jump as soon as it comes up, then quickly move past the second before it comes down. Jump across a series of gaps by landing on robots when their arms are outstretched. Get past pistons on the landings before they drop. This gets you to the Green Platform.

Ride the Green Platform to the next secret stage. Move across pressure pads and spin-attack the energy balls that come down on you. You must also slide into a robot in this first area. Jump across to two pressure pads and get the energy balls before jumping to the next. Move under a piston, deal with another pressure pad, and defeat a final robot to access the Yellow Platform.

Ride the Yellow Platform to the next stage. Get past a piston and jump onto a moving platform with hot pipes around it. This takes timing. Grab a couple of extra lives, then move under two more pistons and jump onto a second dangerous platform. Ride it across for two more extra lives. Don't jump off immediately at the other side. Wait until the piston is up, then jump across to the Red Platform.

Ride the Red Platform to the fourth secret stage. There's a shield lab assistant next to a pressure pad. Jump across after his attack, and hit him with a flying spin attack so you don't touch the pressure pad. Slide-jump across a gap for an extra life, then do the same for another one. Time the second one so you spin-attack another shield lab assistant on the other side. Jump across to the next walkway to reach the Purple Platform.

This is the easiest stage. Ride the Purple Platform across to a portal room. Enter and claim the Clear Gem for reaching the end of the five secret stages, then take the portal to the warp room.

If you aren't yet ready to take the multicolored Gem Path, continue right. While the pistons don't come all the way down, be careful not to hit them while jumping onto robots. Stay under the floating platform. It's not worth the risk to try jumping onto it without hitting the hot pipes just to get some fruit. The next series of pistons is a bit different; the first and last come all the way down to the ground, while the middle pistons do not.

Get to the second checkpoint, then jump over a series of nitro boxes. There are robots between some of the nitro boxes, so decide whether to jump on them or slide into them, depending on their arms. Eventually you come to a shield lab assistant. Don't let him push you back, or you'll hit a nitro box. Instead, wait for the attack, then jump over the nitro box and hit the lab assistant until he moves back into a nitro box and is defeated.

Jump over two nitro boxes and slide into a robot. Wait for it to move away so you have enough space to land, then start the slide. Keep going to the next checkpoint. As you jump down to lower walkways, make sure you jump far enough to avoid the hot pylons, and defeat the robots here. There are now six pistons in a row. They move in pairs. As soon as the first pair rises, move under them. Keep moving as the next pair rises to get past them. Then drop down a shaft near a large "?" to access the bonus stage.

Bonus Stage

There are 31 boxes in this final bonus stage. Jump across to a piston while it's low, then across to the next walkway before it rises and pushes you into a nitro box. Smash several boxes and cross two more pistons, jumping while they're low to stay below more nitro boxes. When you come to a stack of boxes, hit the wooden box with the extra life. This causes the TNT box to drop and begin counting down. Jump onto the left stack and, from there, to the right stack to avoid the explosion. Only reinforced boxes remain, so Belly Flop to destroy the tall stack. If you stand on the left side of the box, you can get both stacks with one Belly Flop. Jump onto a floating box, then onto an upper row of fruit boxes. Get to the right side and jump on them in turn until they're destroyed, working your way to the left. Then hop on each of the lower fruit boxes and smash them as you move to the right. Remember that destroying each fruit box takes five jumps. Finally, ride the platform back to the level. You fly past the next parts, so you get a preview of what's to come.

Grab a mask and slide under two pipes. There's a pressure pad between them, so move quickly before an energy ball comes down on you. Or stand and perform a spin attack to get the ball. Jump over some hot pylons and onto another pressure pad. Either stand and spin-attack or quickly jump again to get over a second set of pylons. Jump over the robot below as it walks toward you, then slide to the left to eliminate it. Time your movement to get under one piston, then ride a second up to a walkway. Slide under a pipe, spin-attack the energy ball from the pressure pad, then slide again under a second pipe. Defeat a robot and get to the checkpoint.

There are two pressure plates below. Jump down while the robot is moving away, and spin-attack the energy ball. Then slide into the robot to defeat it. Get under a piston and use a flying spin attack to pass over pylons with a pressure pad between them. Hit the switch to destroy all the nitro boxes, then break some boxes and grab the crystal.

Jump onto one of the dangerous platforms and ride it across to a walkway with a shield lab assistant. Wait for his attack, then jump off and attack to push him off the walkway. Jump over the pressure pad under a piston while avoiding a hit. Then enter the portal room to claim the Clear Gem for destroying all the boxes.

Time Trial

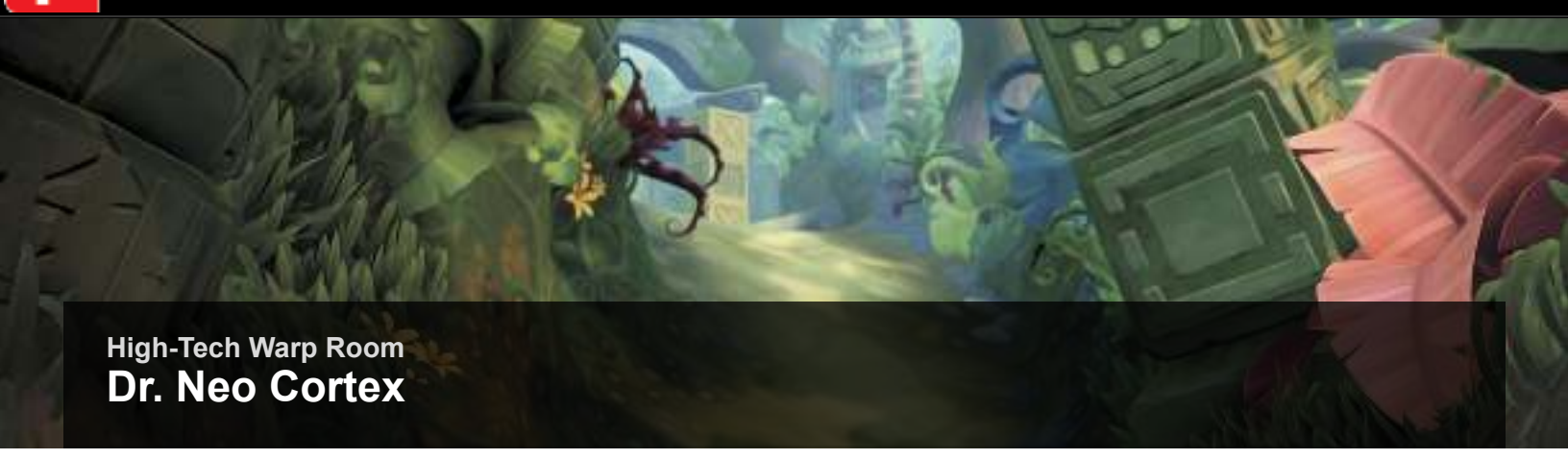
Time Requirements

Sapphire: 2:03:00

Gold: 1:09:24

Platinum: 0:56:95

This is another tough time trial. There are lots of dangers in this level, and rushing increases your chances of losing a life restarting. To save time, jump over robots instead of defeating them. Hit all of the time boxes. You may have to pause at pistons or spots where you time a piston and a robot. The pressure pads can also be tough, though there are several you can make long jumps over or slide past so you don’t waste time attacking the energy balls. As soon as you pass the last threat, run all the way to the portal to stop the clock.

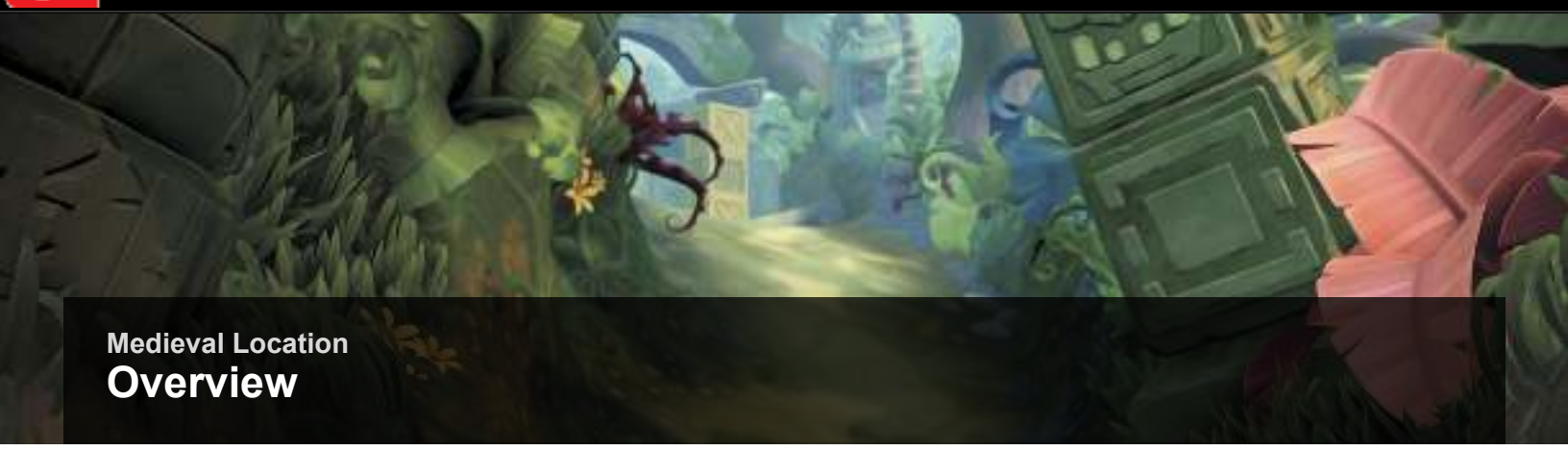


High-Tech Warp Room
Dr. Neo Cortex

Once you find all five crystals in the High-Tech Warp Room levels, you unlock the portal that takes you to the final boss battle. It's different from the others you've faced. Crash chases after Dr. Neo Cortex and must defeat him before the doctor escapes to his space station. Strap on a rocket pack and get flying!

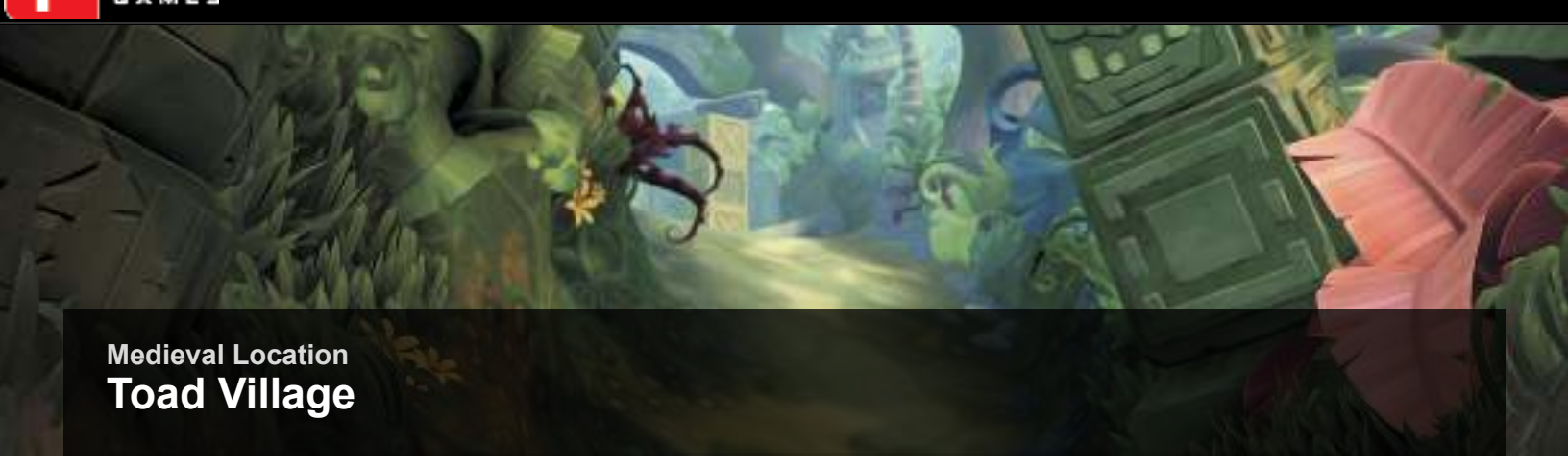
Move forward to chase after your nemesis. Maneuver up, down, left, and right to avoid small asteroids. This can be tough since the level curves around; you have to make some last-second moves at times. Get in close to Cortex and hit him with a spin attack to take away one health point.

Continue the chase. The asteroids and spiky mines slow you down and let Cortex get farther way. Move in for a second attack on the doctor when you get close.



Medieval Location
Overview

When you first start the game, the Medieval area is the only warp location open. This area contains five levels that are relatively straightforward and help introduce you to a wide variety of gameplay mechanics that prepare you for future, more challenging areas.



Medieval Location
Toad Village

Rewards: Clear Gem—destroy all 42 boxes.

As the first level in *Warped*, Toad Village gives you a chance to get some “ump” in your Wump and prepare for the challenges ahead.

Start off simple by walking forward and breaking the two boxes you see. Continue past the water to the right side of the path—it’s completely harmless—to find two bounce boxes. Bounce between the two to break them before moving ahead.

Jump onto the log in your path, breaking the bounce box on top of it. You now face your first harrowing enemy…a goat. Defeat the goat by using any attack method, including jumping on its head. Once you’ve bravely made it past the goat, break the next box and wade into the water to reach the Aku Aku box on the other side. Break it to claim your mask!

You Know the Drill…

As in Crash’s first two adventures, Aku Aku Masks protect you. Touch an enemy while holding a mask and you lose the mask, but not your life. Collect three masks to become invincible for a short while. During this period of invincibility, you can defeat enemies just by running into them. However, fall into a bottomless pit, and you still lose a life.

Continue, avoiding the pit to the left. Break the four stacked boxes before reaching and breaking open the checkpoint box. Once you pass the checkpoint, steer clear of the pit and the goat—either eliminate it, or avoid it as well.

After dealing with the goat one way or another, you reach your first slot box. It quickly switches between being an empty box, a “?” box, and a Crash box. Time it right to claim the life! If you wait too long, the box becomes a solid iron crate, and you can’t break it, which ends your chance of getting the gem for this level.

Jump over the two logs in your way to reach a small pond with a frog (or is it a toad?). Eliminate it, and make your way to the other side. Break the four boxes and continue past the pit. Here you find something more menacing than goats or frogs: a sword-wielding knight lab assistant!

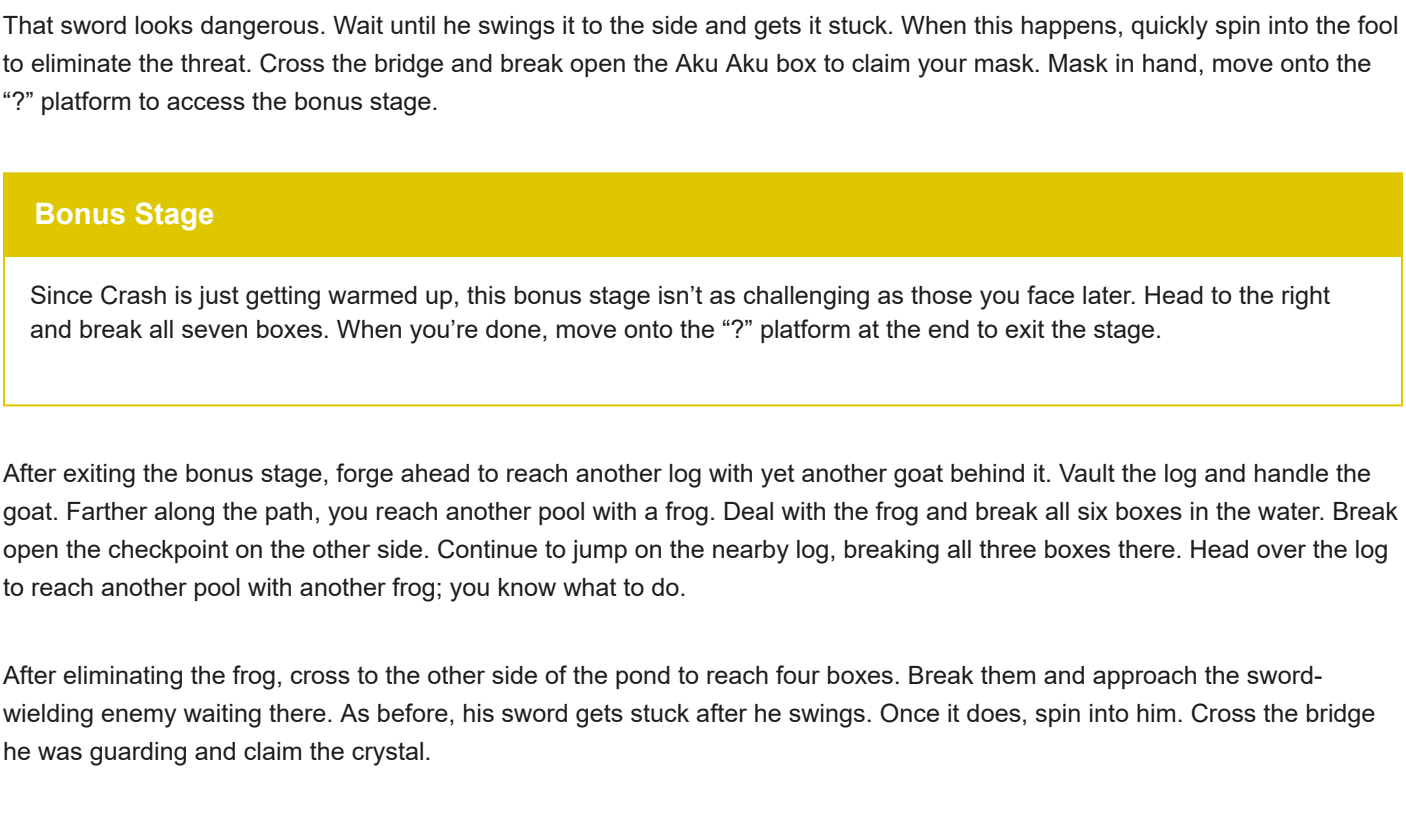
That sword looks dangerous. Wait until he swings it to the side and gets it stuck. When this happens, quickly spin into the fool to eliminate the threat. Cross the bridge and break open the Aku Aku box to claim your mask. Mask in hand, move onto the “?” platform to access the bonus stage.

Bonus Stage

Since Crash is just getting warmed up, this bonus stage isn’t as challenging as those you face later. Head to the right and break all seven boxes. When you’re done, move onto the “?” platform at the end to exit the stage.

After exiting the bonus stage, forge ahead to reach another log with yet another goat behind it. Vault the log and handle the goat. Farther along the path, you reach another pool with a frog. Deal with the frog and break all six boxes in the water. Break open the checkpoint on the other side. Continue to jump on the nearby log, breaking all three boxes there. Head over the log to reach another pool with another frog; you know what to do.

After eliminating the frog, cross to the other side of the pond to reach four boxes. Break them and approach the sword-wielding enemy waiting there. As before, his sword gets stuck after he swings. Once it does, spin into him. Cross the bridge he was guarding and claim the crystal.



Don’t let the goat stand in your way; exit the bridge and break the box. The path soon narrows, with a yawning pit to each side. Carefully navigate this stretch and take out the goat in your path. Continue across the water, to break the two slot boxes before they turn solid. Once you break these, the Clear Gem appears! Claim your prize and step into the warp to complete the level.

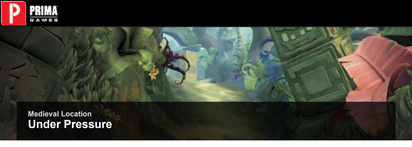
Time Trial

Time Requirements

Sapphire: 1:03:00

Gold: 0:57:50

Platinum: 0:44:03



Medieval Location
Under Pressure

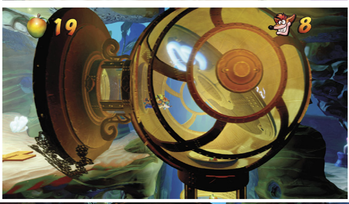
Rewards: Clear Gem—destroy all 92 boxes.

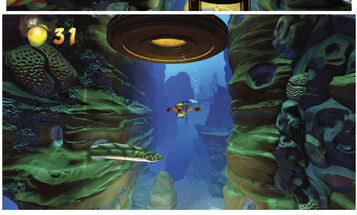
It's time for a swim! It's a well-known fact that Bandicoots are natural swimmers. In this first underwater level of *Warped*, you can control the direction you swim, and you swim faster by pressing the Jump button. However, the only attack you have is your spin.

First, head to the right and break the six boxes on the bottom of the water. Continue right to find a shark. Don't give it the chance to touch you; spin into it.

Break the boxes below it and turn right to reach a mine chained to the sea floor. Touch it and you are immediately hurt (or killed if you don't have Aku Aku's protection). This mine, and others like it you encounter later, move with the chain to block your path. Pay attention to where the chain ends, which lets you get by easier. Swim past the mine to break three boxes on the floor. Carefully make your way around another mine before the path angles downward.

You soon encounter another piece of aquatic wildlife—a puffer fish. Watch it puff up, and time your spin to when it isn't puffy. Once you flatten the fish, break the two boxes nearby to reveal a checkpoint. Continue past it to reach a tube. Swim into it and notice it leads down. However, a spinning, electrified plate is in your way. Touching the plate is a bad idea. Wait for the opening and continue down, past the plate.

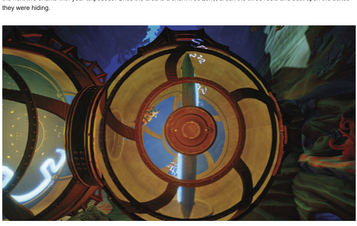




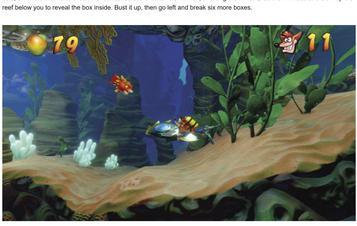
As you make your way down the tube, eels appear from the walls to bite you. Avoid the bites and spin into them to clear the way. Once you reach the bottom, break the group of boxes, including a slot box. Head left to take on another shark and enter a second tube. Break the four boxes when you reach the bottom, and swim through the tube. Avoid the mine on the other side.

Eliminate the next puffer fish, break the nearby checkpoint box, and enter another tube. When you do, a fan pushes you down. On the other side, there's a fan pushing you up. Ignore these fans and break all of the boxes you find on the platforms on the side of the tube. Once you reach the bottom, head right and claim the mini-sub. With this in your possession, you swim faster and, perhaps more importantly, can fire torpedoes to kill enemies, break boxes, destroy mines, and even destroy reefs. Don't get hit, or you lose the sub—Aku Aku can't help you.

Find another box below the sub, break it, and then head right, breaking a stack of boxes. Forge ahead to the right to reach a reef and a stack of four boxes. Break the boxes first, including a slot box—bust it before it becomes solid. Use your newfound firepower to launch a torpedo at the reef, revealing a box. Break it and head right to break the six boxes here. Swim onward to reach two more reefs, each containing a box. Break them all, head right, and break four more boxes on the floor. Blow up the next two sharks with your torpedoes. Once the area is a shark-free zone, break the three reefs and bust open the boxes they were hiding.



Head past those boxes to spot another mine. Use your torpedo to destroy it before swimming into the tube on the right. You can't take the sub with you, unfortunately. Break the six boxes here, including the checkpoint box. Head right to find two electrified plates. Carefully swim past them, avoiding the electrified areas. Once the tube goes down, look out for emerging eels; eliminate them and break the four boxes at the bottom. Swim left, avoiding the mine. Grab the mini-sub and blow up the reef below you to reveal the box inside. Bust it up, then go left and break six more boxes.



Now that you have your firepower back, take out the three reefs to the left, revealing three boxes. Continue left and break all the boxes at the top of the stair-like structure. Move forward to find a shark and two puffer fish, who definitely don't expect your torpedoes. Once they're out, destroy the mine with a torpedo and then destroy the remaining reefs, collecting the boxes. Collect the crystal floating above you and move to the tube on the left. Eliminate the shark and claim the Clear Gem. Head through the warp to finish the level.

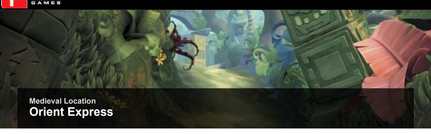
Time Trial

Time Requirements

Sapphire: 1:46:00

Gold: 1:10:90

Platinum: 1:03:50



Medieval Location
Orient Express

Rewards: Clear Gem—destroy all 51 boxes.

Tiger, tiger, burning bright… This is your first chance in *Warped* to play Coco—and she's riding a tiger! Move Coco forward until she jumps onto Pura, the tiger. Make Pura go faster by holding Crouch.

Ride Pura through the first two boxes, breaking them, and then hop over the pit. Bust open the next two boxes, steering clear of the upcoming pit on the right, then another one yawning on your left. Go around the loaded wheelbarrow to the right.

After breaking the next box, you see two enemies lifting bricks. You can't eliminate them, so make your way carefully past them to reach three more boxes to break. Jump over the pit, careful to position your jump to hit the box floating in mid-air directly over the pit.

The path slopes up, and a barrel rolls down at you from the right, then from the left. Dodge them and avoid the loaded wheelbarrow to the right side of the path, at the top of the slope. As if you don't face enough danger, a dragon moves across the path. Jump the tiger right over it and run into the next three boxes to reveal a checkpoint.

Continue until you approach a covered area. Head underneath the roof to break the boxes inside. Avoid the ramp to the right, or you'll miss these boxes! Ride on, run into another box, and jump another dragon. Skirt the pit to the left of the path, then jump over yet another dragon. Who knew they traveled in herds?

Break the box, avoid the pit, then jump up to hit the box you see floating in mid-air. Stay to the left to avoid the brick-lifter and to break another box. Bust open the next four boxes, and you reach an area with a pit to the right and a loaded wheelbarrow to the left. Hop over the pit and move to the left side of the path to avoid another wheelbarrow. Be ready to jump over another dragon, and move left to avoid yet another yawning pit. Advance up the slope and break the next box, revealing a checkpoint.

After the checkpoint, break the next four boxes. Ignore the dragon, as it shouldn't be in your way unless you jump just for fun. Jump over the next pit and duck under another dragon. When you see another covered area (this time with boxes on top), jump over the pit, landing on the ramp to reach the top of the covered area. Break the three boxes and then drop back down.

Ride into the next two boxes, stay to the left to avoid the guy lifting bricks, and quickly jump over the dragon. Be careful not to jump needlessly afterward to avoid the next dragon. Head right to avoid a pit on the left. Bust the four boxes you see and claim the crystal behind them. After collecting your crystal, break the next two boxes and jump over the pit, keeping to the left side of the path to avoid another loaded wheelbarrow.

Duck under the next dragon and break the two boxes nearby, revealing a checkpoint. Jump over yet another dragon and stay to the left to avoid an incoming barrel. Look out for an enemy spinning a staff. Avoid him by heading right, then go left to avoid a wheelbarrow. Go right to avoid two more interlopers, running into the next two boxes to reach another covered area.

Because the boxes you want to break are underneath this time, carefully position your jump over the pit to avoid landing on the ramp and getting bounced up top. After you land, ride into the three boxes and then break the last box outside the covered area. Jump over the next pit, but plan your landing for the left side of the path to avoid the staff-wielding enemy. Make your way past him, and the loaded wheelbarrow, to jump the next pit and avoid yet another wheelbarrow.

Jump over the pit and land on the left side of the path, avoiding the next pit. With this accomplished, Coco dismounts. Complete the level by walking into the warp.

Time Trial

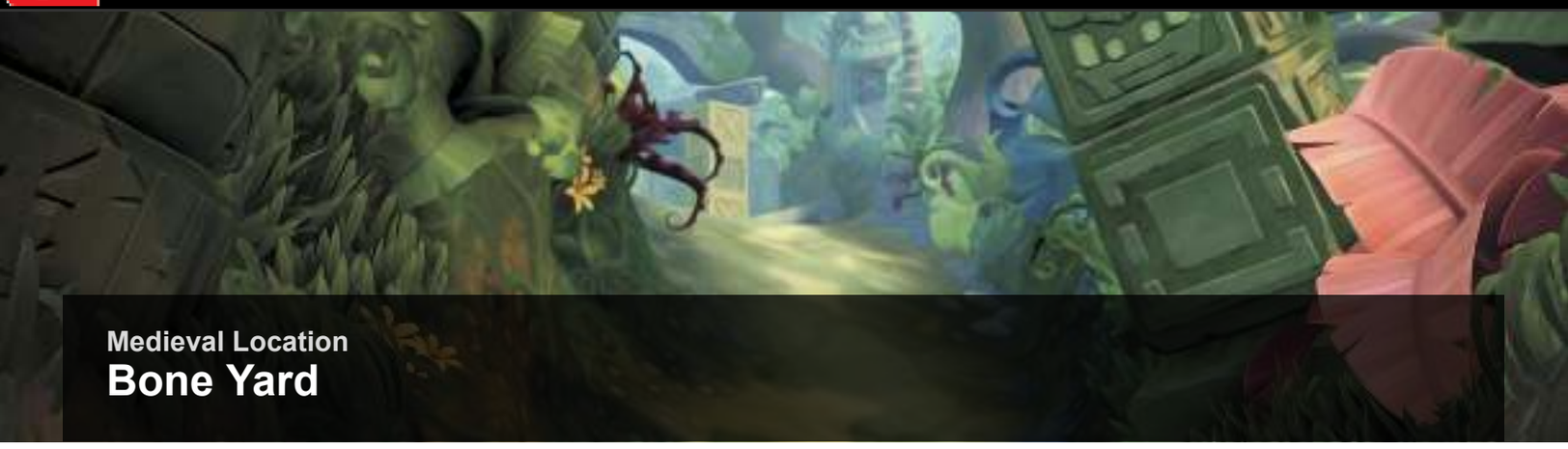
Time Requirements

Sapphire: 0:41:00

Gold: 0:27.80

Platinum: 0:18:10

The key to getting a good time here is holding the Crouch button to make Pura go faster. Another important component (as always with time trials) is breaking as many time boxes as you can. When you come to the covered areas, there's always a time box either above or underneath, and the last two covered areas contain boxes that freeze time for three seconds!



Medieval Location

Bone Yard

Rewards: 2 Clear Gems—destroy all 66 boxes, Red Gem required.

Get ready for some prehistoric fun! Move toward the screen and break the first box before dropping to the lower level to find three more boxes. Break them open and continue on to encounter a dinosaur emerging from the area where you dropped down. If you've played through the first two games in this trilogy, you've had some practice at running away. Put it to use here so you don't become dino chow!

Stay to the right (your right, not Crash's right) as you run across the first tar pit. Pass the lava and jump over the log. Stay to your left to avoid the lava on the right. Once you pass it, swing right to avoid lava to the left. Break the next two boxes, noting that one of them is a slot box. Drop to the lower level, where you get a break from being chased by the dinosaur.

Break all the boxes you see down here, including one that reveals a checkpoint. Forge ahead through the tar, and the dino is back to try to make you its snack! Jump over the lava pit and either avoid the pterodactyl or eliminate it with a jump spin. Avoid the lava to the left and jump over the log to find three boxes, one of which is a slot box. Break them all and jump over the next lava pit.

Weave between the three pterodactyls and avoid the lava to the right before dropping to a lower level. Here you get another reprieve from the dino hunt.

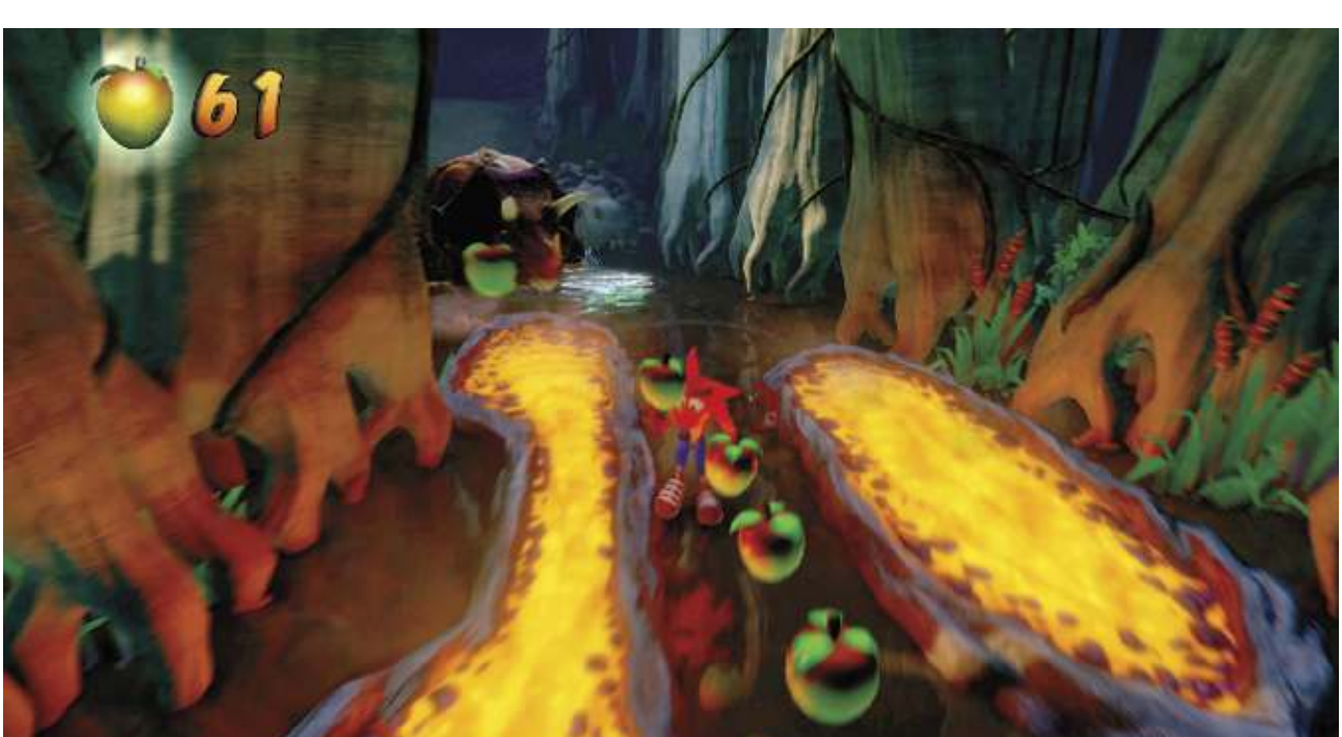
Break the four boxes and continue to the tar pit. Head right, revealing a checkpoint. Break the Aku Aku box to gain some protection, quickly jump on the three TNT boxes here to trigger them, and head right.

Break four boxes and head through another tar pit. Avoid the lava on the left and jump over a log, landing on the left of the path to avoid the lava pit. Pass the grass and see a submerged enemy approaching. Jump on his head to eliminate the threat, and forge onward.

Red Gem Path

This path requires the Red Gem—found in a later level, Deep Trouble. Spin into the checkpoint box before dropping to the lower level. As you continue, a dinosaur starts chasing you. When you reach the tar pit, avoid the lava on the right. Jump over the grass, and do the same thing to the next patch at the end of the lava pit. Avoid the lava pit on the left, and keep right to claim a small speed boost. Slide and jump across the big pit of lava.

Avoid the pterodactyl on the left, and hit the speed boost to the right. Jump and spin again to get across the next big lava pit. Jump over the grass, avoiding the lava to the right. Continue through the tar pit.



Cross the dry land, jump over the lava pit, and claim the speed boost on the right. Keep to the middle of the path to avoid the lava pits on each side of the path. After making your way past those pits, avoid the steam vent, and either avoid the pterodactyl or spin into it to eliminate it, jumping over the log it rested on.

Drop down the path and catch your breath before spinning into the checkpoint box. As you continue, the chase resumes!

Spin and jump over the pit of lava, but be sure to land on the left side of the path. Jump over the grass you landed in, and do the same for the next patch. Hop over the log to reach the speed boost.

Carefully squeeze between the lava and the steam vent. Once you make your way past those hazards, avoid or eliminate the pterodactyl to the right before jumping over the next big lava pit.

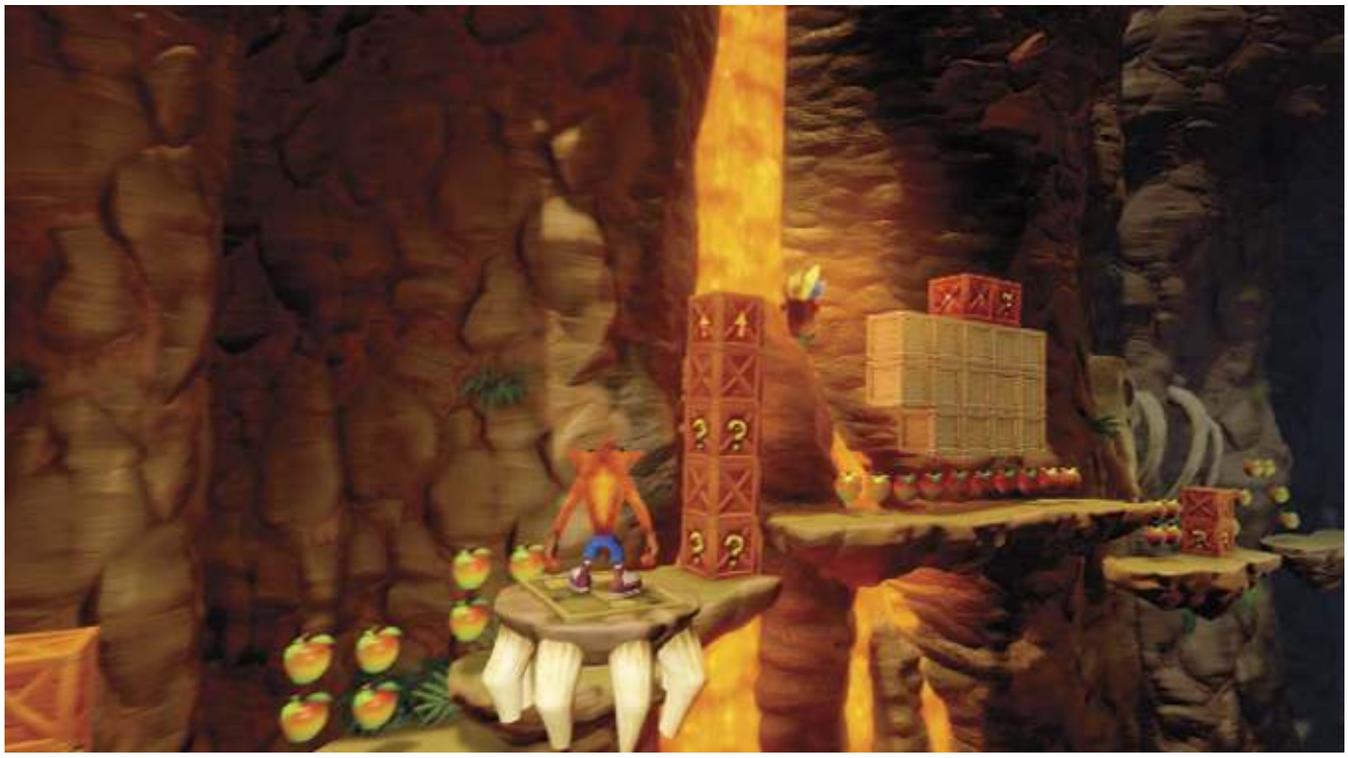
Claim the upcoming speed boost and jump over the nearby grass. Avoid the steam vent in the middle of the path, and get the speed boost behind it. Deal with the nearby pterodactyl, and claim the speed boost directly behind it as well. After the speed boost, jump over the lava, avoid the grass, and deal with the pterodactyl on the left next to a lava pit.

Head through the next speed boost and between the two steam vents near the end of it.

You see another pterodactyl on a log to the right, with a long speed boost behind it. At the end of the boost are three steam vents blocking your path. Jump over the dormant one in the middle (which isn't blowing steam). Keep to the middle of the path to avoid lava pits, jumping when needed to stay over the grass. Grab the Clear Gem and drop down to warp out.

Jump over the next log and take out the enemy swimming in the tar. Break the box here to reveal the checkpoint. Break the two bounce boxes by bouncing between them. Avoid the nitro box before breaking the last nearby box. Pass the lava pits on the left, and be ready to hop over the lava when it covers the entire path, to reach another enemy swimming in the tar. Rid yourself of him with a jump spin. Move ahead and jump onto the "?" platform to reach the bonus stage.

Bonus Stage

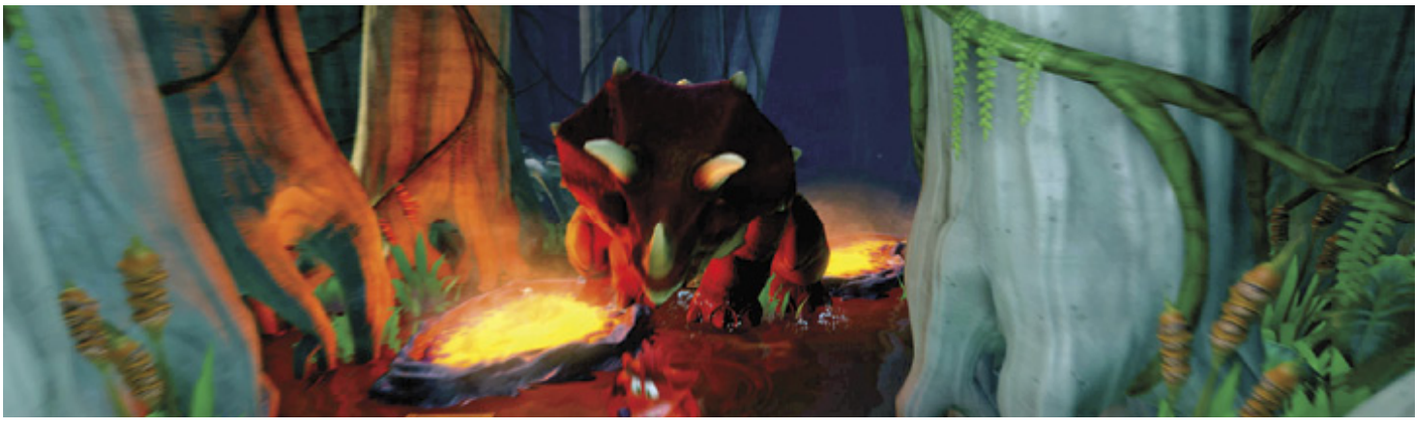


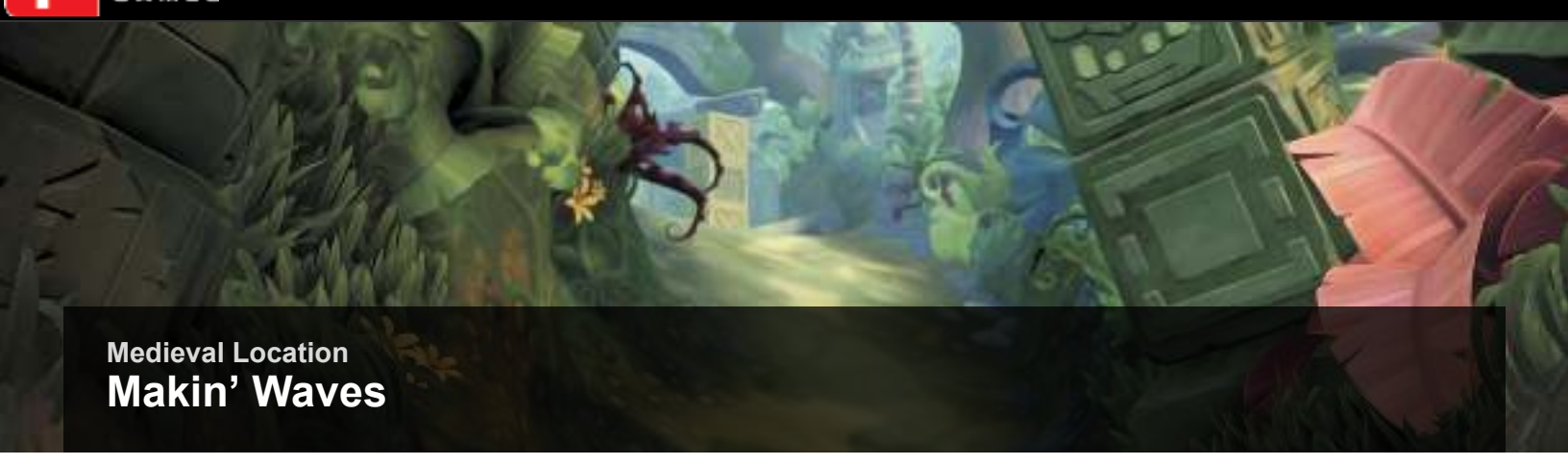
Head right and bounce between the bounce boxes to break them. Break the next three boxes and proceed until you see a large stack of boxes. Break the bottom two, which enables you to reach the arrow box. Jump onto it and bounce up to the top of the steel boxes to the right. Break the boxes you can now reach up here before dropping down. You can now break the arrow box, along with any you missed before. Crawl under the steel boxes, break the last two boxes, and jump to the “?” platform to return to the main level.

Jump over the next lava pit in your way and eliminate the swimming enemy. Continue until you reach a “!” box. Jump in to activate it, making some boxes appear on the right. Turn right to collect the crystal in your path before breaking the five boxes here.

As you head back toward the screen, break the three boxes and then drop to the lower level. Here’s that pesky dino again; we wondered where it got off to! As the chase resumes, break the boxes and the checkpoint box here, then run to the tar pit. Avoid the grass to the right so it doesn’t slow you down, and watch out for the pterodactyl on the left. Jump over the next log, avoiding the next pterodactyl as well, and stay off the grass. Jump over the lava and break the box. As you approach the next tar pit, avoid the grass and break the next box.

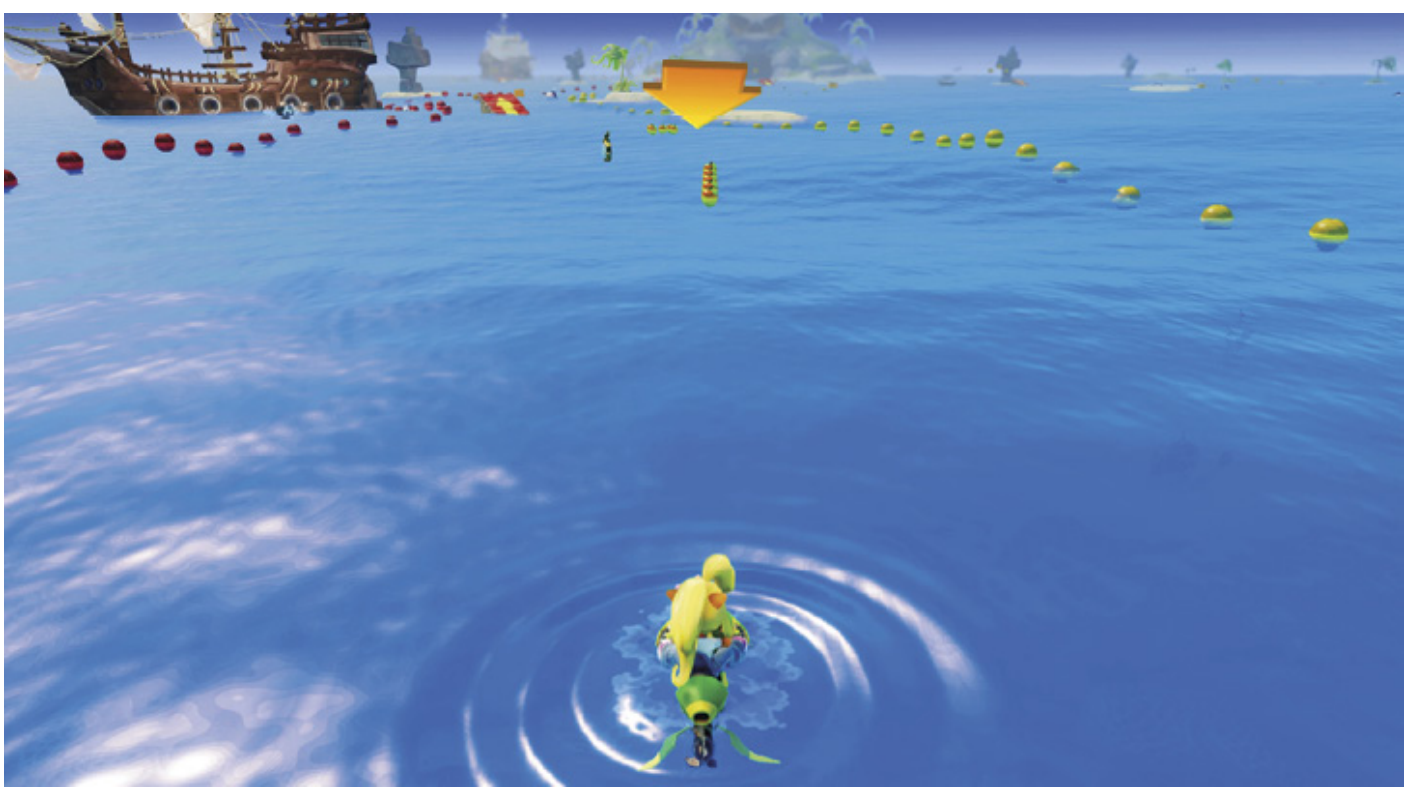
The next tar pit holds a pterodactyl on the left, with a lava pit behind it. Stay to your right to avoid the beast, and jump over the lava. Carefully avoid the three volatile nitro boxes, and keep left to avoid the lava pit. Cross the grass to keep right, avoiding yet another lava pit.





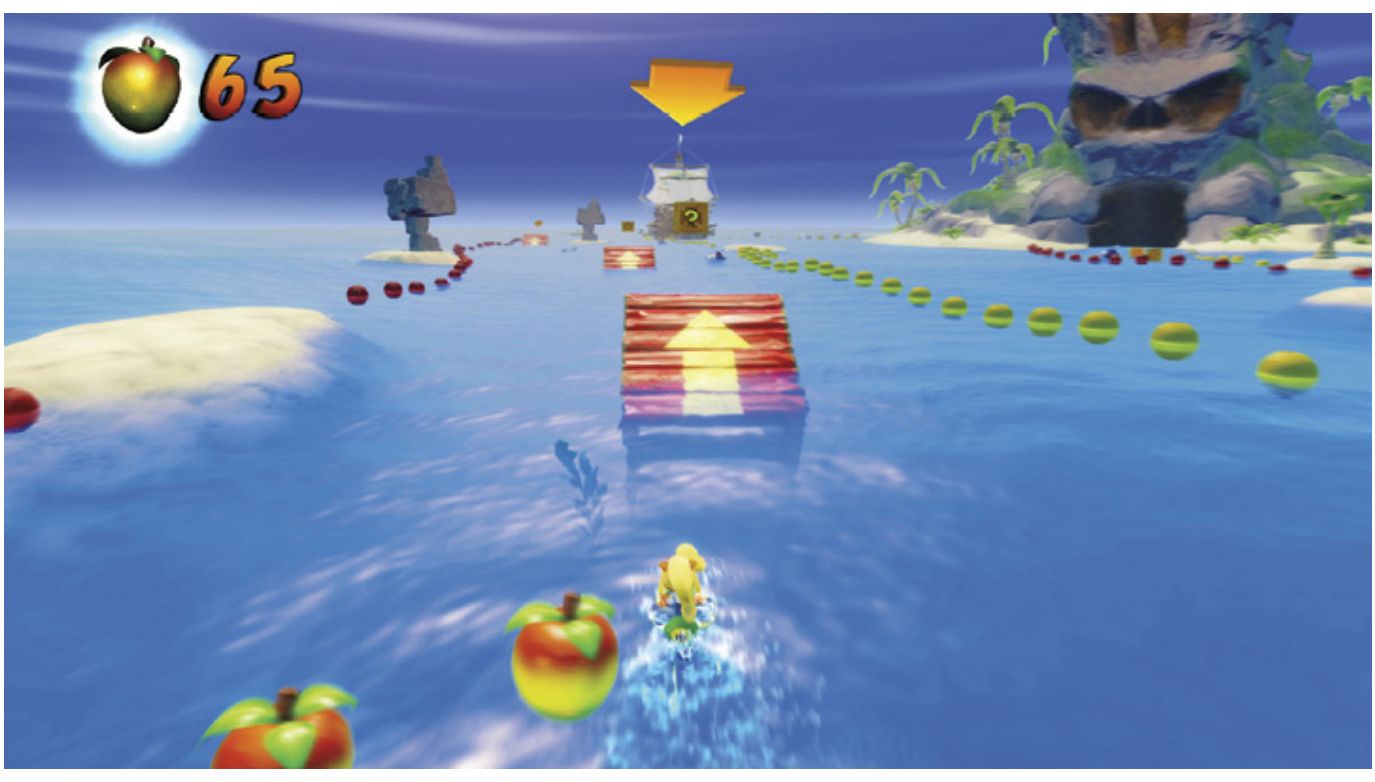
Medieval Location
Makin' Waves

Rewards: Clear Gem—destroy all 37 boxes.

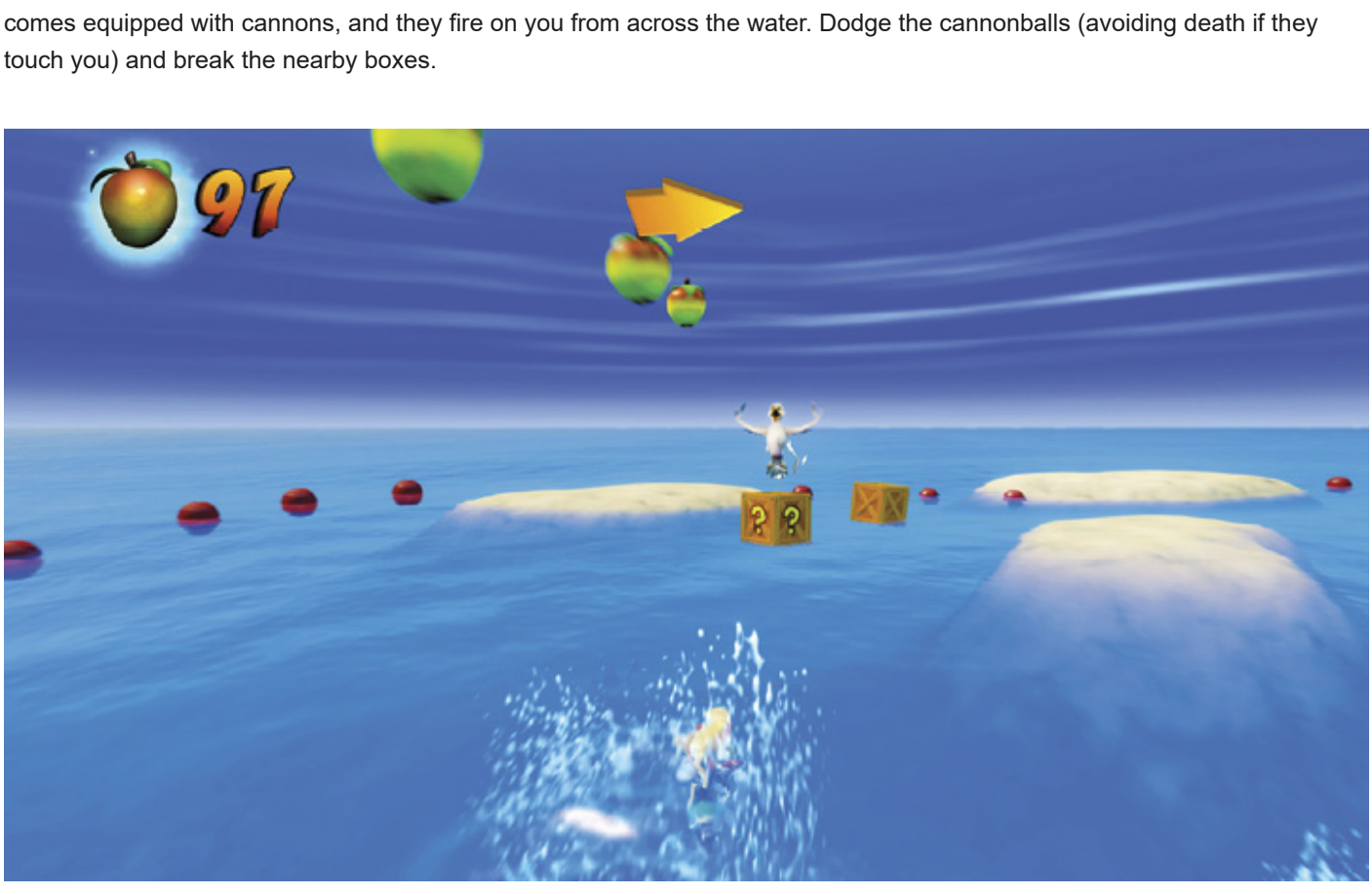


Coco gets another turn here, but this time she's left Pura the tiger behind in favor of riding a jet-ski! Makin' Waves is much more wide open than most levels where you follow a pretty straightforward path. Because of this, the game provides an arrow at the top of the screen to always point you in the right direction.

Forge ahead until you come to a ramp. Avoid the bombs floating next to it. Unsurprisingly, you die if you hit the bombs. Go up the ramp and break the first two boxes. Continue to two jumps nearby. Take the one on the right to reach and break the boxes above it. Avoid the floating bomb, and break the next three boxes. You come to two jumps right next to each other again. Use both to break the box above each one. Avoid yet more bombs, and veer left to take the jump and break the next group of boxes.



As if the bombs weren't dangerous enough, you now contend with a pirate ship! Like any pirate ship worth the name, this one comes equipped with cannons, and they fire on you from across the water. Dodge the cannonballs (avoiding death if they touch you) and break the nearby boxes.



Past the ship you see a pirate rowing a small boat. Avoid this pirate and break the nearby boxes to reveal a checkpoint. You're now on the other side of the pirate ship. Dodge the cannonballs and bomb here and break the three boxes. Make your way past yet another bomb, and take the nearby jump to break a box. Upon landing, you find yourself near another pirate rowing his boat. Avoid him and break the two boxes near the islands. Watch out for the bird flying around. If it lands on a box and you run into that box, you die. Seabirds are evidently very dangerous.

Break the next box and avoid the lines of bombs in your path. When you reach the next two jumps, take each one to break the box above it. Afterward, go slowly to squeeze past a narrow area with more bombs. When the path widens again, keep dodging the bombs on your way to the next box. Break it and then get ready for the next jump.

Take this jump as fast as you can; you need a lot of speed to break the three boxes above it! Afterward, avoid the bombs and break the last two boxes. Claim the Clear Gem and warp out of the level.

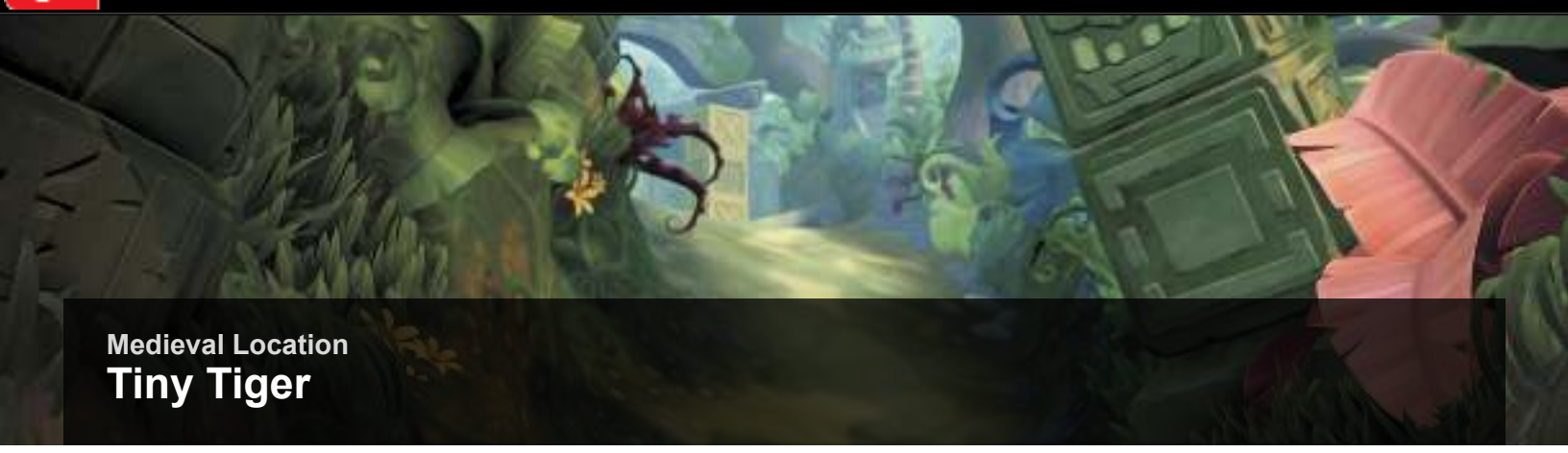
Time Trial

Time Requirements

Sapphire: 1:11:00

Gold: 1:03:23

Platinum: 0:56:23



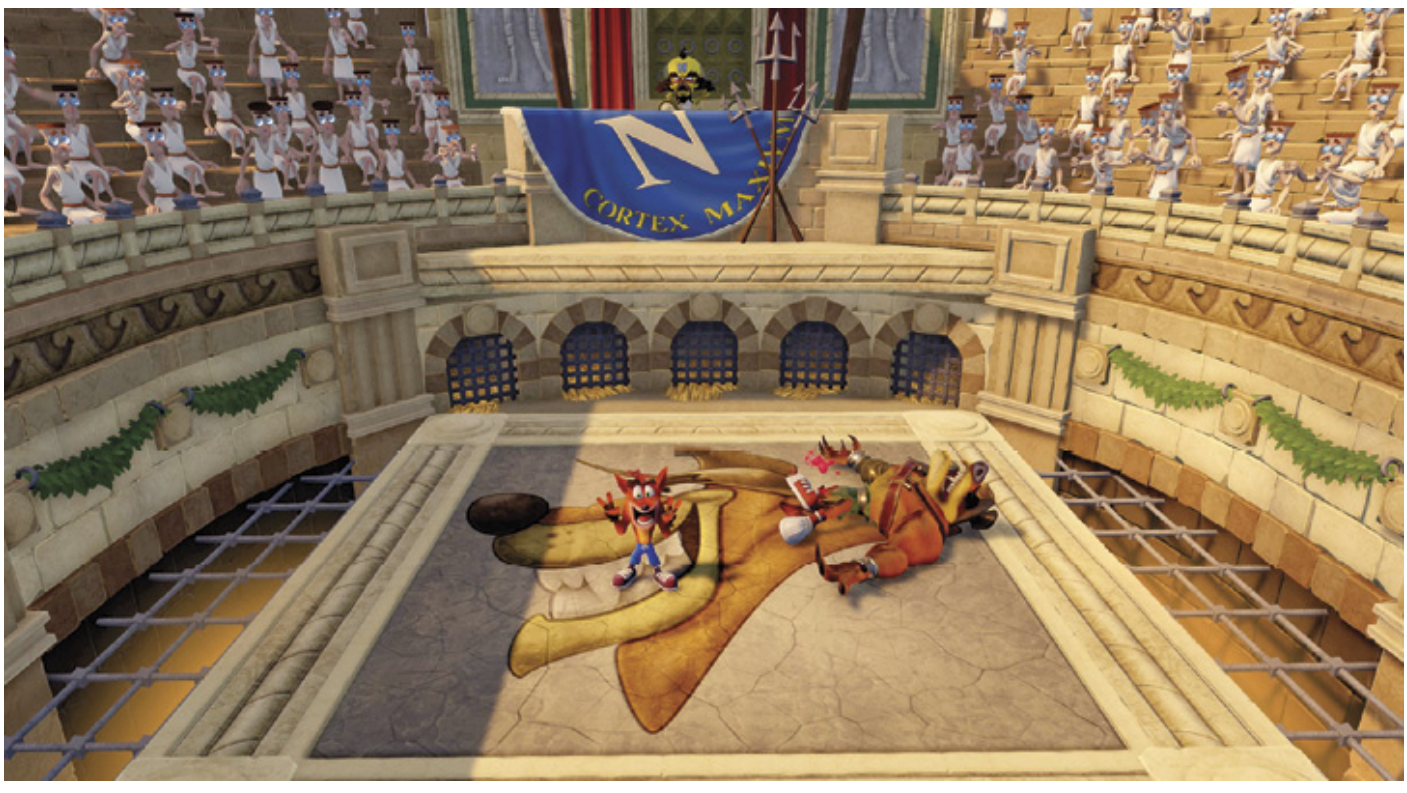
Medieval Location

Tiny Tiger

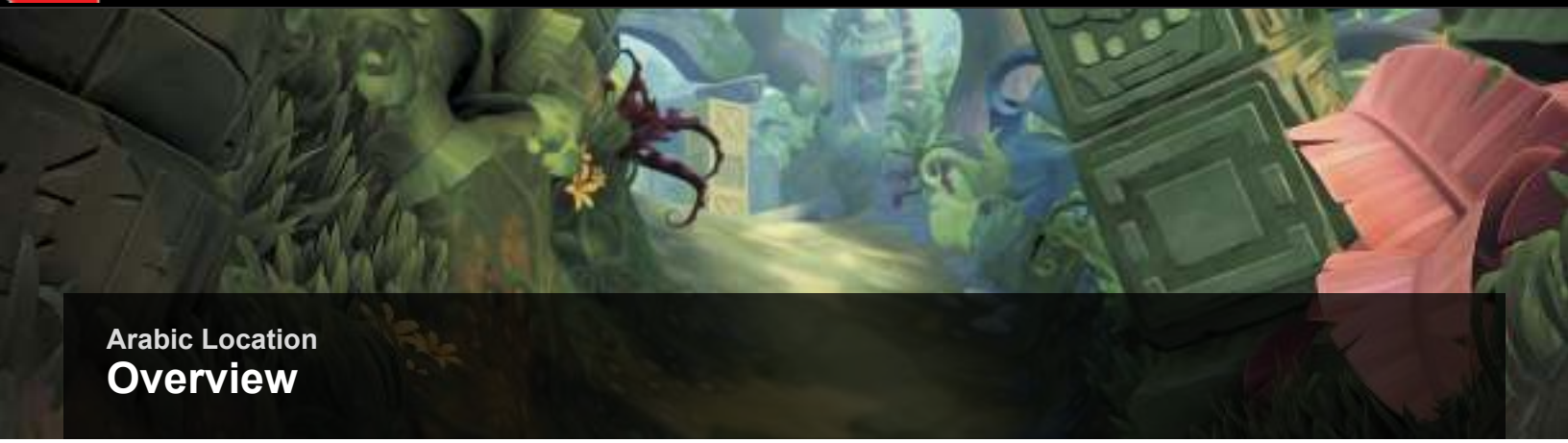
Rewards: Improved Belly Flop.

Tiny Tiger is the first boss you face in *Warped*. At the start of the battle, you find yourself in the center of a grand arena. Tiny Tiger jumps down to you and starts bouncing around with his trident. Dodge his hops until his trident gets stuck in the ground. When this happens, rush in with a spin attack to damage him.

Tiny quickly jumps back up to the top of the arena and sends out his pride of lions to attack you. They run out of the entrances in a straight line. Spin into them to eliminate them, but it's not worth your time to deal with them all. You can avoid them until they stop, spinning into them only if you can't avoid their path.

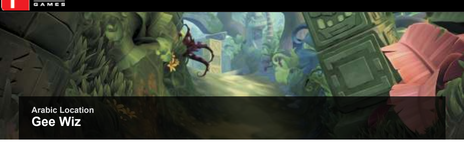


Once the lions stop, Tiny Tiger returns to the arena floor and bounces around again. As before, avoid his hops until he gets stuck, then spin into him, causing damage. Once again he retreats and sends his lions out at you. When they stop, Tiny Tiger returns to face you once again. Repeat the strategy. Once you spin into him again and defeat him, you earn a more powerful Belly Flop!



Arabic Location
Overview

This location provides you with a change of scenery, along with new enemies, such as wizards, and challenging obstacles. At one point, you even get to mount your bike (and later, Pura the tiger) and go for a ride! All on the way to facing off against Dingodile.



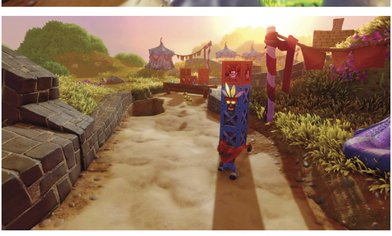
Arabic Location
Gee Wiz

Rewards: Clear Gem—destroy all 100 boxes.

Move ahead to spot the first three boxes; you know what to do! After breaking them, take care of the frog and the other frog behind it. Break the Aku Aku box in the water. Jump out and bust open the big stack of reinforced boxes with a Belly Flop. Hop over the log blocking the path, pass the nitro box on the left, and go around the pit on the right. Kill the frog, break the four boxes—which include a slot box—and jump over the pit.

Here you face something new—a wizard. He fires a slow-moving spell at you, which you can jump over or go around. Spin into him to rid yourself of this enemy. Break the box behind him and enter the pool of water. Carefully avoid the two nitro boxes before heading back to dry land and a goat. Take out the goat and break all nine boxes, looking out for the small pit to the left of them. Break open the checkpoint box as well.

Eliminate the two frogs, one on each side of the path, and jump over the pit and log behind them. When you reach the two bounce boxes, break them and continue forward, past the nitro. Continue right, avoiding the pit, and jump onto the log.



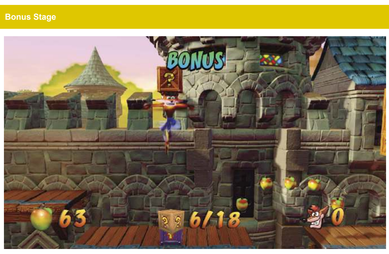
Break the boxes you find here and deal with the frog and the goat. Jump over the pit and break the next box. Wade through the water, breaking the two boxes found in it. Take down the sword-wielding lab assistant when his sword gets stuck, and follow the path as it continues between two pits.

Deal with another wizard blocking your path, and take out the pesky goat that charges you as well. Break open the checkpoint here. Jump over the pit behind it and wade into the pool. Break the box in the pool, then exit the water near the bridge.

Cross the bridge to reach another sword-wielding lab assistant. Avoid the nitro and eliminate that enemy. Break the box on the other side of the pool, and take down the hopping frog. Skirt left of another pit to reach three boxes. Break the Aku Aku box and jump onto the box on the right that rests on top of a TNT box. Jump onto the TNT and then quickly cross the bridge.

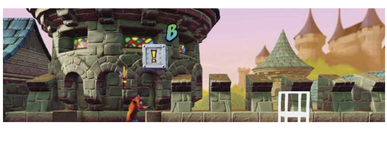
Eliminate the goat and break the next two boxes. Vault over the pit to find another checkpoint. Break the big stack of boxes on top of the hill. Go into the pool of water and avoid the nitro on the right. Take down the frog and continue until you reach the "?" platform to the Bonus Stage.

Bonus Stage



This bonus stage is a bit more challenging than the last two you faced. Head right and break all six arrow boxes. Jump onto the iron arrow box and break the box above it.

Jump over the pit to the right and hop onto the next iron arrow box. Break the six boxes above it, but don't hit the "!" box yet. To the right, jump onto the box in the pit, below the wire-frame boxes, and jump back to the left once it breaks.



Arabic Location

Hang'em High

Rewards: Clear Gem—destroy all 96 boxes (Yellow Gem required for the secret warp room).

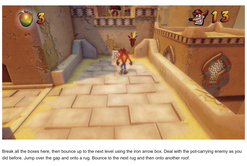
Jump onto one of the iron arrow boxes and bounce to the rug on the right. Jump from this rug to the next one, then from that one to the roof. Break the two boxes, then look out for the knife-wielding enemy. Wait for him to walk toward you, brandishing his knife. When he's close, he walks back to where he started. As he walks back, spin into him to rid yourself of that menace.

Head right and jump over the pit, landing on a rug. Bounce from the rug up to the roof on the right. Break the four boxes and forge ahead until you reach an enemy on a carpet. Eliminate him by spinning into him, and jump onto the iron arrow box behind him to bounce up.

Break the box, then jump up onto the grating above. Once there, spin into the Aku Aku box and continue. Spin into the scorpion in your path and break the two boxes behind it. Jump down to the wooden platform below and break open the checkpoint.

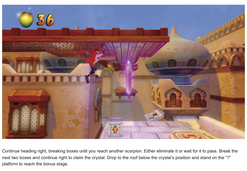
Head right and slide-kick the enemy carrying pots. Once he's defeated, break the boxes to the right, then eliminate the next enemy.

Jump over the gap to the rug, then bounce from this rug to the next rug, and then straight up. Spin to break the box above you and bound to the roof to the right.



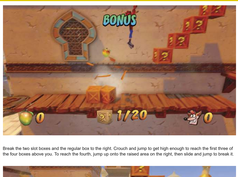
Break all the boxes here, then bounce up to the next level using the iron arrow box. Deal with the pot-carrying enemy as you did before. Jump over the gap and onto a rug. Bounce to the next rug and then onto another roof.

Break the three boxes and the checkpoint box ahead. Behind the checkpoint you see more grating. Jump up to it and break the first two boxes. Wait for the scorpion to pass you, then break the left box. Head right and follow the scorpion. Break the boxes here and deal with the enemy on the carpet.

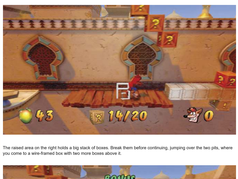


Continue heading right, breaking boxes until you reach another scorpion. Either eliminate it or wait for it to pass. Break the next two boxes and continue right to claim the crystal. Drop to the roof below the crystal's position and stand on the "?" platform to reach the bonus stage.

Bonus Stage



Break the two slot boxes and the regular box to the right. Crouch and jump to get high enough to reach the first three of the four boxes above you. To reach the fourth, jump up onto the raised area on the right, then slide and jump to break it.



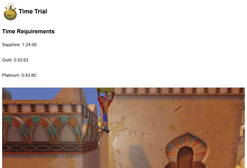
The raised area on the right holds a big stack of boxes. Break them before continuing, jumping over the two pits, where you come to a wire-framed box with two more boxes above it.

Jump onto the iron boxes to the right to see a "!" box below. Above you see a slot box that switches between a TNT and a "?" box. Time your jump so that you hit the box when it's on TNT. This causes it to explode and hit the "!" box below, turning the wire-framed box into an iron arrow box. Bounce on that to break the last four boxes above it. Return across the iron boxes to stand on the "?" platform and get back to the level.

Jump on the iron arrow box to get back onto the grating, then continue until you're over a wooden platform. Drop down and jump on the iron arrow box ahead to reach the next level. Break three boxes, then jump over a pit to reach a roof with a pot-carrying enemy. Deal with him, then break the boxes behind him.

Hop onto the rug and bounce to the next one and then onto a roof, watching out for the enemy on a carpet. Break open the checkpoint box and head right where you see a stack of three boxes. The stack has nitro on top, a regular box in the middle, and a slot box on the bottom. Spin quickly into the two on the bottom, and avoid touching the nitro.

There's a pit to the right. Jump over it and onto the roof with a knife-wielding enemy. As before, time your spin correctly to eliminate this threat, then break the boxes. Jump over the gap and onto a rug. Bounce up and break the box above you.



Jump to the next rug and then to another roof. Deal with the pot-carrying enemy here and break the four boxes. Hit both the "!" box and the green "!" box, then break all the boxes that appear.

Break the three boxes and deal with the enemy on the carpet. Jump over the pit and onto the rug, bouncing up to the platform in front of you to reach the warp and exit the level.

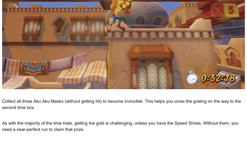
Time Trial

Time Requirements

Sapphire: 1:24:00

Gold: 0:52:63

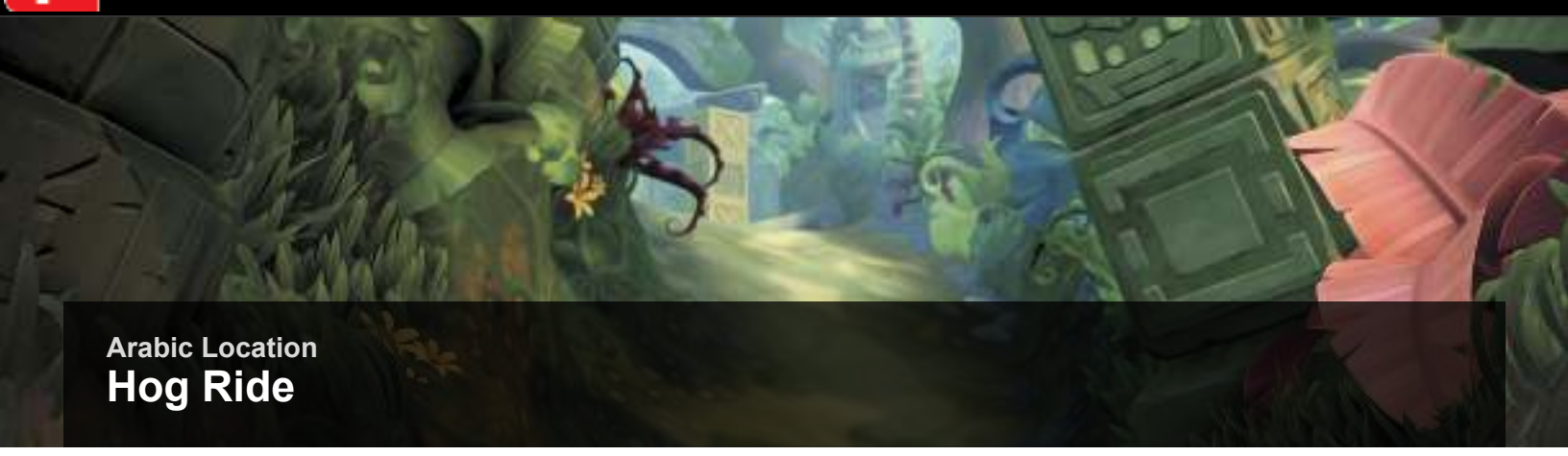
Platinum: 0:43:80



When learning the level, don't rush too much, as it's easy to fall headlong into a pit. This level contains a good many boxes with which to stop the timer. Most of them are easy to spot, but two of them are hidden. They're in the same positions as the two boxes that were almost completely off-screen at the top that you used rugs to reach.

Collect all three Aku Aku Masks (without getting hit) to become invincible. This helps you cross the grating on the way to the second time box.

As with the majority of the time trials, getting the gold is challenging, unless you have the Speed Shoes. Without them, you need a near-perfect run to claim that prize.



Arabic Location
Hog Ride

Rewards: Clear Gem—destroy all 13 boxes.

It's time to get on your bike and ride! To claim the crystal here, you must finish the level in first place against the other racers on the road. To accelerate, press the Jump button; the Crouch and Spin buttons are the brakes. At least death isn't an option here; fall into a pit or other obstacle, and you're simply placed back on the road.

After starting the race, you find the first box in the left lane. Run it over, then keep to the yellow lines in the center of the road to hit two more boxes. Afterward, stay to the right and hit the arrows in the road for a speed boost and another box. Keep to the right to avoid the upcoming police car.

Once past the police car, enter the left lane and take the jump, breaking the box in mid-air. Stay left when you land to avoid another police car in the right lane. Be sure to run over the two boxes nearby in the left lane.

After passing that police car, head into the right lane to avoid yet another police car that blocks the left lane, and to get the box nearby. Return to the middle of the road to hit two jumps in a row, the first of which gives you two more boxes. Upon landing, stay in the left lane, breaking the two boxes and passing another police car in the right lane. Break another box, then immediately switch to the right lane to pass a police car blocking the left lane.

Continue in the right lane, taking the next speed boost to a big jump to reach the end of the level. If you got first place, you earn the crystal. If not, race again!

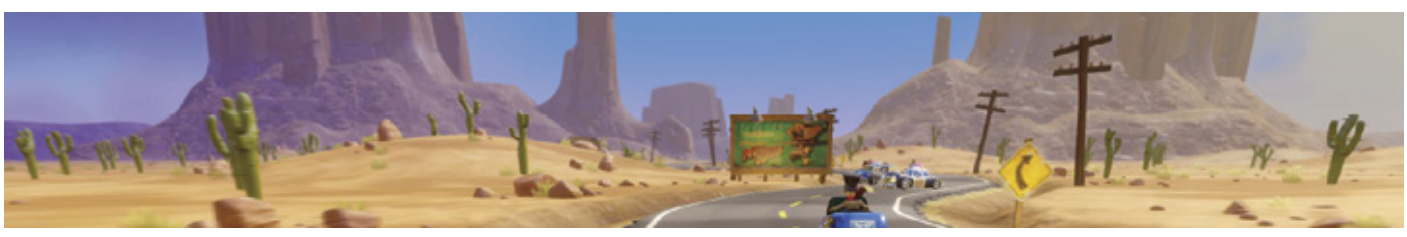
Time Trial

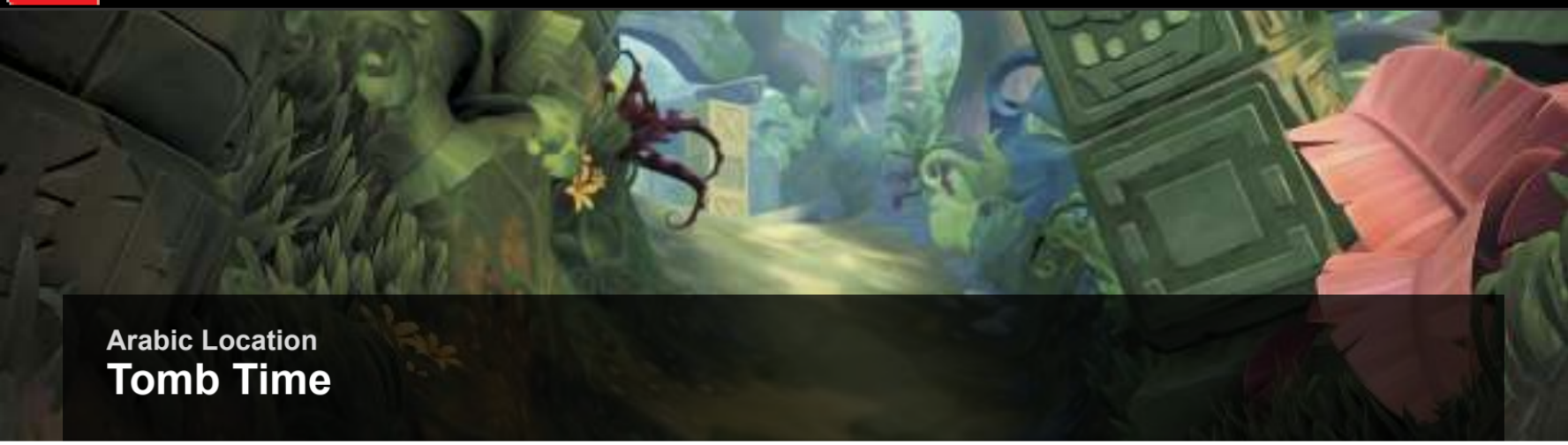
Time Requirements

Sapphire: 0:48:00

Gold: 0:44:43

Platinum: 0:38:06





Arabic Location

Tomb Time

Rewards: 2 Clear Gems—destroy all 95 boxes (Purple Gem required to get all of the boxes).

Almost the first thing you see in this level is a snake. Why'd it have to be snakes? Eliminate it with a slide or spin and head inside the tomb.

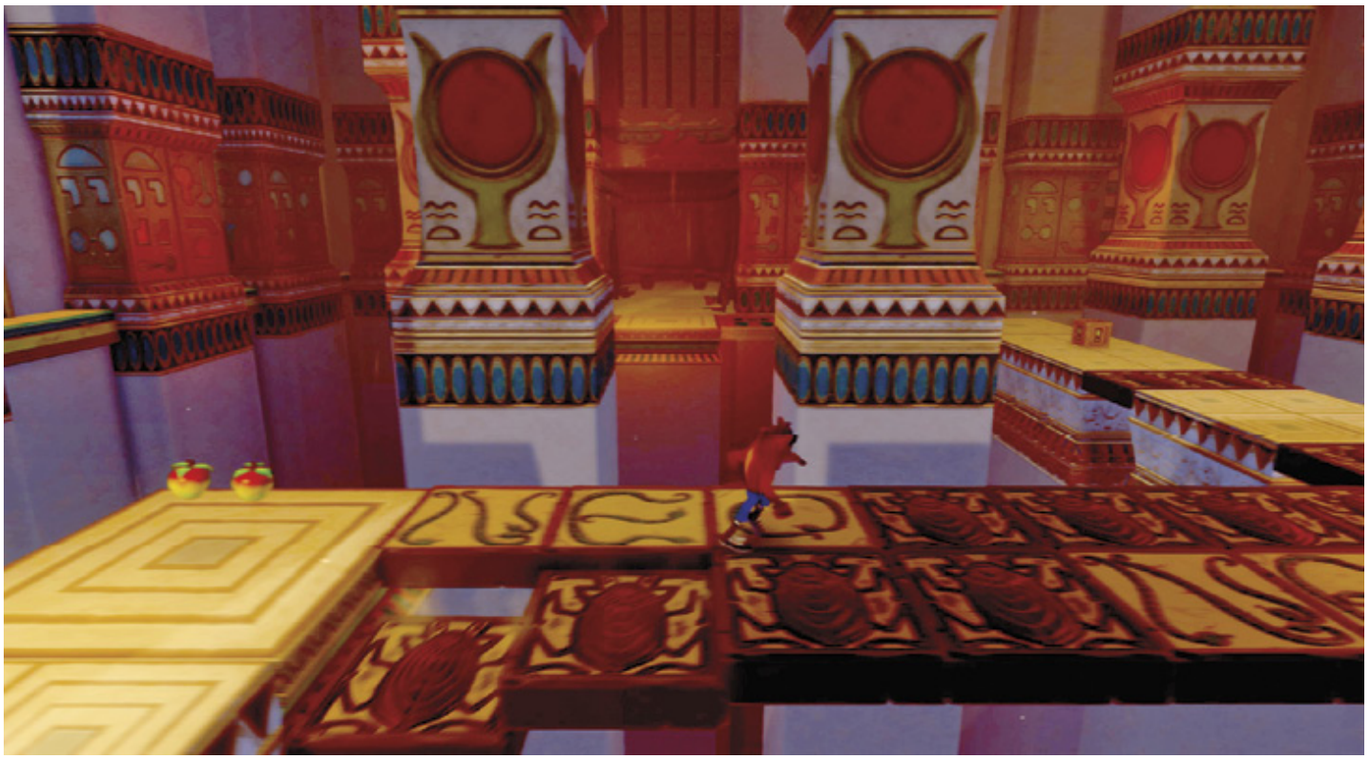
Break the huge stack of 12 boxes and jump over the pit at the bottom of the ramp. Head up the stairs to reach another pit… but not an empty one. A crocodile hops up and down in the pit, no doubt looking to clamp its jaws around a tasty Bandicoot! Take it out with a spin, or wait until it goes back down before you jump across. Either way saves you from becoming dinner.

After crossing the pit, break the box and head into the oil on the ground. Watch out! It's slippery, which will come into play shortly. Step on the switch by the oil to open the wall on the other side of the pit. As soon as you hit the switch, jump over the pit and enter the now-open wall.

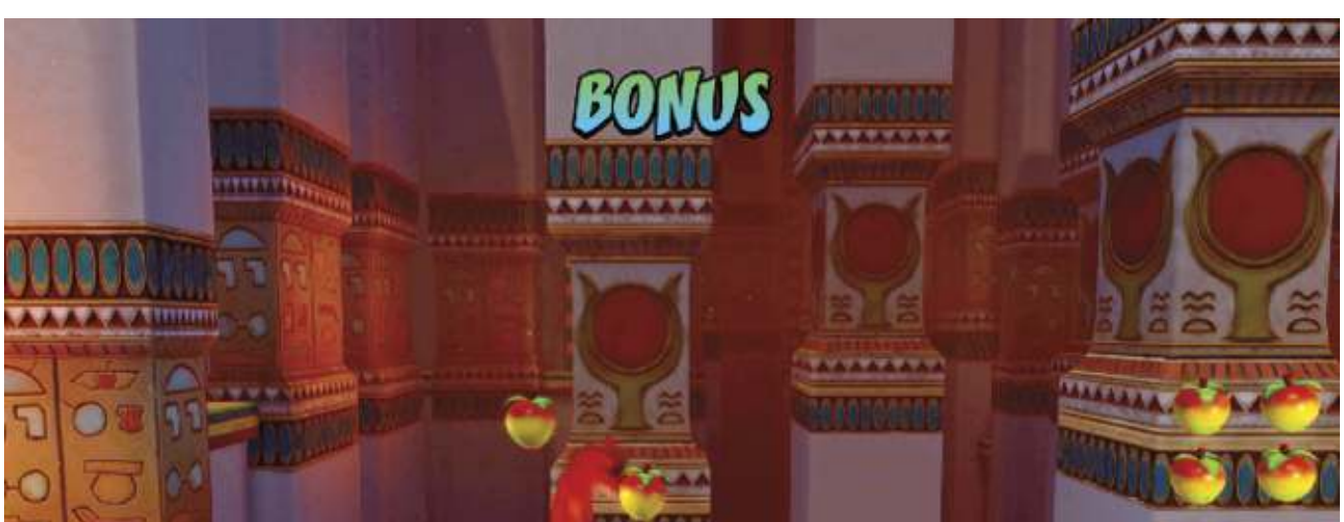
Break the three boxes and step onto more oil. Stay on the right side of the path as you slide across the oil, avoiding a pit to the left. Once you exit the oil, continue to another switch. Step on it to open the wall on the other side of the yawning pit. Jump onto the platform over the pit, then jump over the rest of the pit, through the opening, to break open the checkpoint.

Forge ahead and break the upcoming two boxes. Go right and note the colors of the platforms. Cross the platforms, keeping to the green ones as much as possible. The red ones drop as soon as you step on them.

Once you finish crossing the platforms, break the two boxes and then step onto the “?” platform to reach the bonus stage.



Bonus Stage



Jump on the first TNT box to your right, then onto either the second or third to trigger them all. Jump onto a series of iron boxes to continue. Jump on the three regular boxes mixed in with the iron boxes to break them, landing just to the right of them.

Hop down and land on one of the three TNT boxes, causing it to explode, along with the other two TNT boxes. As the TNT boxes count down, break the three boxes to the right. Jump up to the next level of iron boxes.

Now you find yourself next to a stack of four boxes, including one TNT box. Carefully spin into the bottom box, then quickly jump onto the box on top. Once you do, bounce up to the iron box above you to the right. Break the Crash box, claiming an extra life, and drop down to the iron boxes below. Break all the bounce boxes and step onto the “?” platform to return to the level.

After the bonus stage, continue ahead and cross two sets of red falling platforms. Hit the “!” box to make a platform move over to you. When it gets near, jump onto it and ride to the left. Return to the main path and proceed.

Monkeys pop out of pots and start throwing things you don’t want to think about at you. Spin into the pots to eliminate this simian threat. Once you clear them out, break the box here.

You come to a pit with oil on the other side. Large blocks that cover the entire path drop on the other end of the oil before moving into the pit. Jump over the pit onto the oil, hopping over any of the falling blocks as needed.

When you reach the other side, deal with the enemy who’s making the blocks fall before breaking the three boxes behind him. Forge ahead to reach three boxes where you see three rays of light coming from the ceiling. Avoid these rays! Step on them and arrows fire at you from the left wall.

Break the three boxes, avoiding the light. Break the next four boxes before you come to two walls opening and closing over a pit. Timing is key here. When the second set of walls opens, pass the first one, jump over the pit, and clear the second one. Break the checkpoint box.

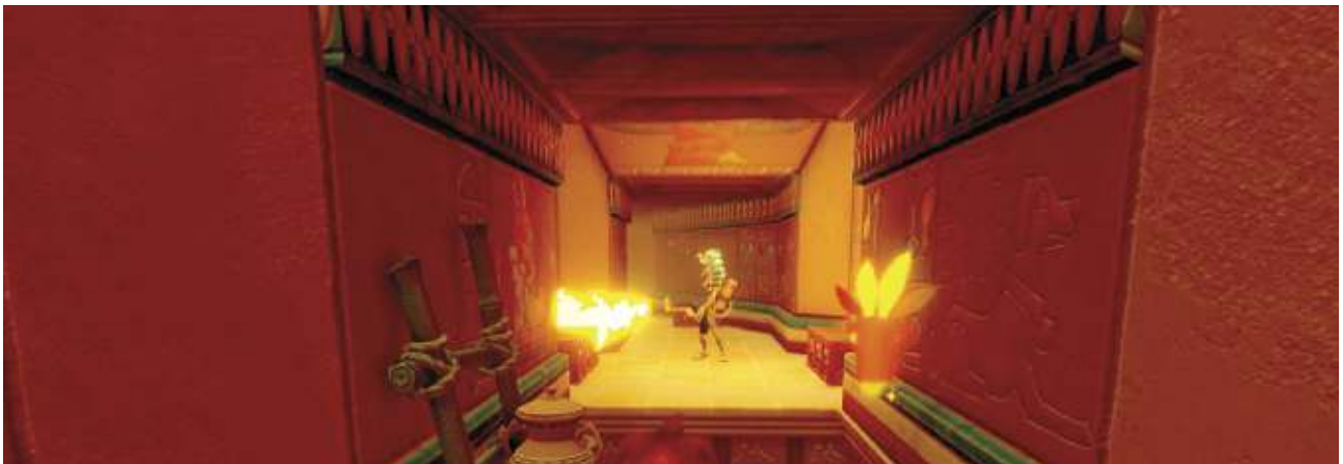
The path now splits to the left and right. The left path is blocked off unless you have a Purple Gem, earned from the Skull Platform path in High Time, a later level.

Purple Gem Path

If you have the Purple Gem, go down the right path first and break all the boxes until you reach a switch that makes a platform emerge from the wall. Then return and take the Purple Gem path, being sure to claim the Aku Aku box blocking it.

When the wall opens, you see four boxes. Break them before venturing across the upcoming pit. On each side of the pit are rays of light. Stay out of them so you don't trigger a rain of arrows from the left wall. To do so, run on the right side of the path, into the first ray, jump over the pit, and run past the second ray. Break the nearby four boxes and stand on the oil on the path. Watch as the spears at the end of the oil slick retreat into the ground. As soon as they do, slide past them.

After exiting the oil slick, climb the stairs to find a pit at the top, with an enemy flamethrower on the other side. Much like the sword-wielding enemies, these guys swing to the sides with their flamethrowers. When he does, jump over the pit and spin into him to kill him.



Bust open the six boxes, then the next two ahead as well. Enter the oil slick and jump over the pit just beyond it. Watch out for the spears that emerge from the ground, passing them as soon as they go down, to reach another oil slick. Jump over the pit in the middle of this larger slick. Take down the pesky monkeys in their pots here and slide to the big button on the floor.

Don’t press the button just yet. Note the spears on the floor in front of you, the L-shaped pit, and the second set of spears on the opposite side. Once you note the path, and the timing needed, hit the button and make your way to the now-open wall.

Claim the Clear Gem and hit the nearby “!” box, which makes iron boxes appear in the pit in front of you. Jump onto these iron boxes and cross them, jumping over to the platform on the other side. Break the three boxes, then hit the “!” box to trigger a platform to the right. Jump onto the platform when it gets close.

Once it travels all the way to the right, jump to the next platform. When this one floats all the way to the right as well, jump onto a non-moving platform, but watch out for the snake! You’re now back in the main level, near the end.

If you don’t have the Purple Gem, you can still claim the Aku Aku box in front of the Purple Gem path. Slide and jump to clear the path and break the box. Repeat the slide and jump to return to the path on the right.

Break the four boxes and slide across the oil slick, jumping over the pit at the end. Trigger the nearby switch, which extends a platform out into another pit. Jump from it to another platform in the pit. When the wall opens, jump over the last stretch of the pit and through the opening.

Smash the three boxes nearby before reaching another pit, platform, and switch. This time the platform is moving. When it gets close to you, trigger the switch, which causes another platform to emerge from the left wall. Jump onto the platform, then onto the moving platform. When it travels to the other side, jump off onto solid ground.

Stay on the left side of the path, avoiding a pit to the right. Go around the pit to the left, avoiding the ray of light. Break the two boxes you come to, noting that there is now a pit in front of you and another ray of light. Jump over the pit, avoiding the light, and break the next four boxes. Head up the stairs and break four more boxes and the checkpoint box at the top.

Cross the oil slick, being careful to not let the moving blocks push you into the pit with them. Instead, jump up on one of the blocks, then up to reach one of two boxes on the ceiling. To get the other, repeat this process. Eliminate the enemy operating the level to drop the boxes, if desired. Note that if you get rid of him prematurely, you can spin or slide into the switch to drop another block, allowing you to reach the other ceiling box.

Perhaps as a last-ditch effort to keep you from clearing the level, another enemy with a flamethrower blocks your path. As before, he moves left and right. Spin into him when his weapon points left or right. Once he’s gone, break the box and cross three green platforms (this is the end of the Purple Gem path as well).

Kill the snake and break the two boxes behind it. There are more green and red platforms in your future. Above the green ones is the crystal. Cross the platforms, collect the crystal, and get to the other side.

Hit the “!” box here, which makes the three platforms in front of you move. Two move left and right, with the third moving forward and back. Make your way across them carefully to reach the other side of the pit. Go up the stairs and end the level.

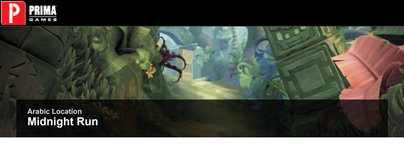
Time Trial

Time Requirements

Sapphire: 1:42:00

Gold: 1:10:00

Platinum: 0:53:90



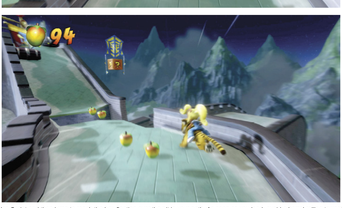
Arabic Location

Midnight Run

Rewards: Clear Gem—destroy all 35 boxes.

It's time to take the tiger by the tail and hang on! Pura and Coco tackle this level. Approach Pura, and Coco jumps on board. Keep to the right side of the path to avoid the two brick-lifting enemies. Just past those guys is a pit on the right side of the path. Stay to the left of the pit, but jump over the ramp (rather than on it) to reach the enclosed space containing several boxes. When you jump over the ramp, land on the right side of the path, avoiding another pit. Once you break the boxes, come back outside and jump over the pit.

Break the next four boxes and stay to the left, avoiding a wheelbarrow. Keep to the right to avoid a basket-carrying enemy. Break the box on the right, and get ready for a challenging box.



Use Sprint and then jump to reach the box floating over the pit in your path. As soon as you land, avoid a barrel rolling toward you on the left, followed by one on the right. Stay on the right as you reach the top of the slope to avoid another pit.

Directly following the pit, jump over a dragon and avoid an enemy carrying baskets, run under the next dragon, then jump over yet another pit. Avoid the enemy lifting bricks on the right, and jump up to break the box in the air. When you land, avoid the two enemies on your left. As soon as you pass them, head to the left side of the path and break both boxes there.

Jump over the dragon, and go to either side of the wheelbarrow in the middle of the path. Take the nearby ramp to bounce up and break the two boxes on top of the enclosed area, but look out for two enemies here as well.

Sprint just as you break the boxes, and jump when you reach the edge of this area to reach both of the floating boxes. As soon as you land, stay right to keep out of the way of a basket-toting enemy, and jump over the dragon. Activate the checkpoint and stay to the right, avoiding a pit that crosses the path.

Veer left to avoid a stick-wielding enemy, and immediately veer right to miss another basket-carrying enemy. As soon as you pass him, return to the left to go around a wheelbarrow. Hop over the pit and remain under the dragon.

Run over the next box, watching out for the dragon. It starts above you but then dives down in your path. Keep left to avoid this tricksy dragon. After passing that dragon, keep right and jump over the pit, avoiding a basket-carrying enemy to the left.

Break the boxes and keep an eye out for the next two dragons, which dive. Keep left to avoid the first, then move right to slip under the second. Jump over the pit, staying left to avoid a basket-carrying enemy.

Jump over the pit and break open the checkpoint. Jump to clear out the box in mid-air, then run over the other one to bust it. Ignore the diving dragon. Continue on to reach another enclosed area. Go under it. Jump the pit, break the box, and pass by the ramp. Just as you do, move right to avoid another pit. Run over the box, then jump the pit so that you land on the left. Run into the next three boxes and head right as you exit the enclosed area. Avoid the two barrels rolling toward you down the slope on the left. Once you pass them, veer left to avoid one last barrel on the right.

Avoid a stick-wielding enemy at the top of the hill to the left, then avoid a basket-carrying enemy to the right. Jump over another pesky dragon and into the box. Jump to get the box floating in mid-air, then run to the next two boxes. Pass under the next diving dragon by staying left.

Avoid the pit at the top of the slope. Jump over to the left side to avoid a pit. Jump over the last bit of the pit, missing a basket-carrying enemy, and claim the crystal. As soon as you grab it, keep left to avoid yet another enemy carrying baskets. Jump over the pit, landing on the right. Jump one final pit, and you dismount the tiger. Grab the Clear Gem (if you got all the boxes, of course!) and warp out of the level.

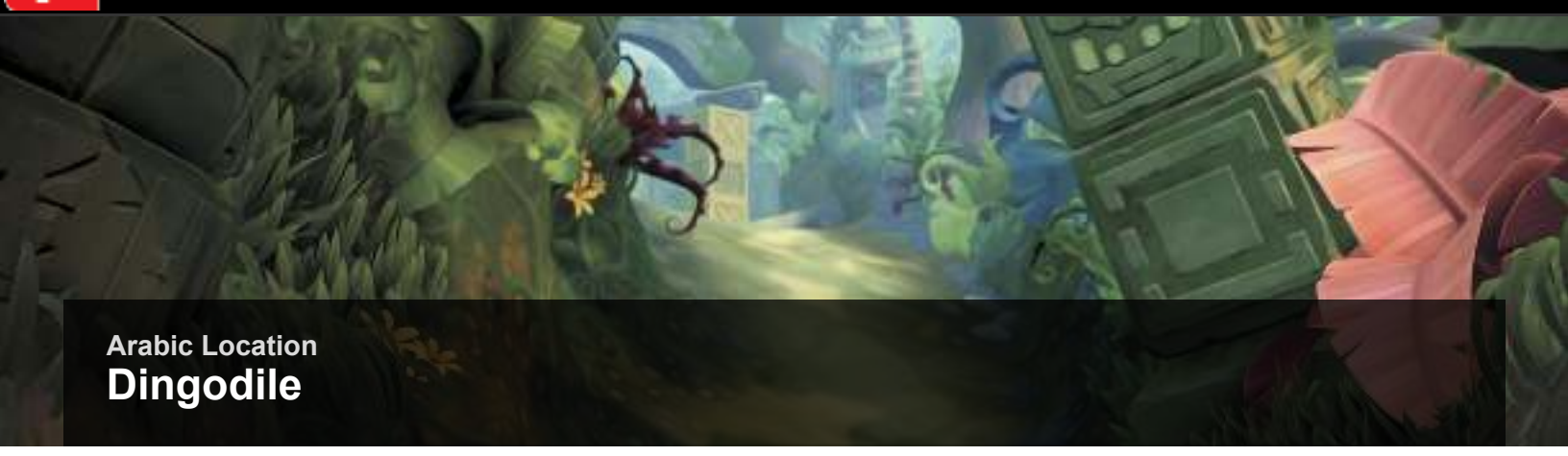
Time Trial

Time Requirements

Sapphire: 0:53:00

Gold: 0:38:20

Platinum: 0:18:20



Arabic Location
Dingodile

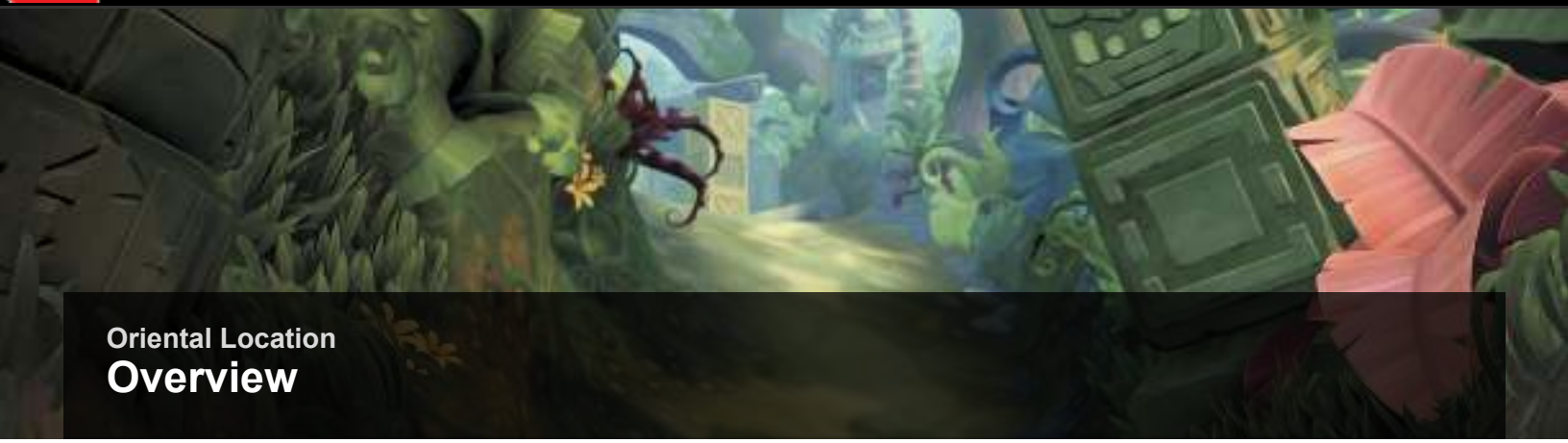
Some weird cross between a dingo and a crocodile, Dingodile deals a double dose of nasty disposition! You'll need to stay on your toes for this fight.

When the battle begins, Dingodile is surrounded by rocks, preventing you from doing any damage to him. He fires a few shots from his flamethrower at the ground, which land in front of him. Evade these by running around to his backside and avoiding the shadows that preview these attacks.

He then fires straight in front of him, breaking the rocks that block your access to him. Get behind him before approaching him, and spin into him to hit him the first time. Move away from him quickly! The fuel tank on his back explodes, causing more rocks to fall down and surround him.

Once this happens, he starts shooting his flamethrower up into the air again. Run around to his back as you did before to avoid his shots by watching the shadows on the ground. When he clears the rocks again, spin into him again. Once again his fuel tank explodes, so make sure you back off quickly after hitting him.

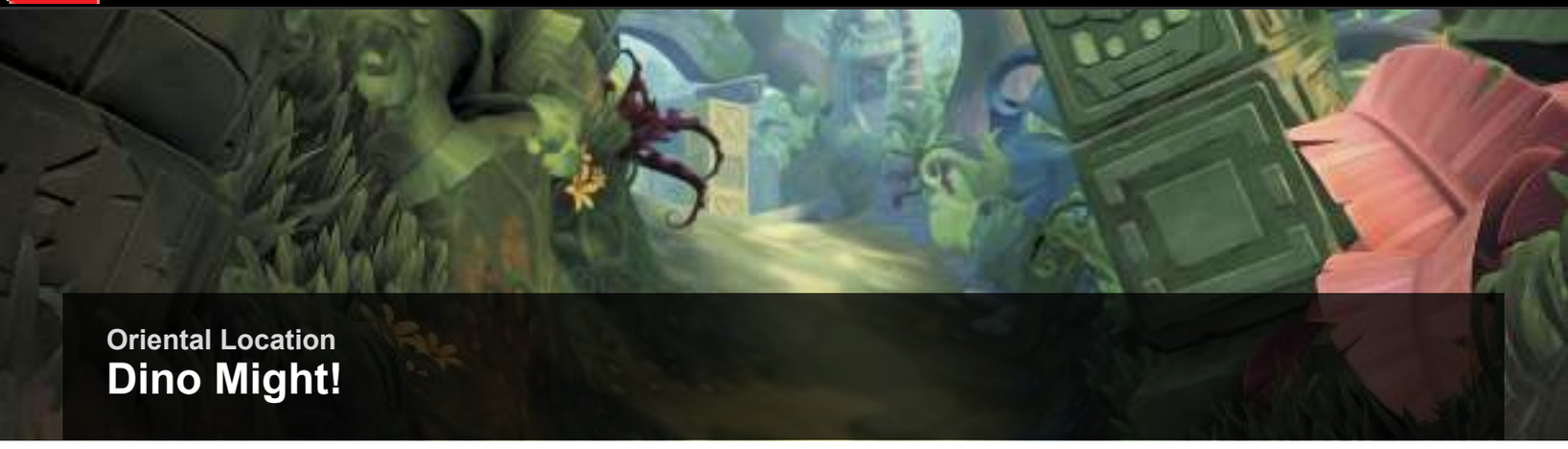
Dingodile repeats this process, but when he fires into the air this time, he fires a three-shot burst. Hit him one final time, and run away again as he explodes. Defeating him earns you the Double Jump ability and a trip back to the warp room.



Oriental Location

Overview

This location contains a wide variety of levels. Not only do you have to deal with dino chases and lava pits, you venture underwater as well. It also offers a lot of opportunities to take special Gem Paths.



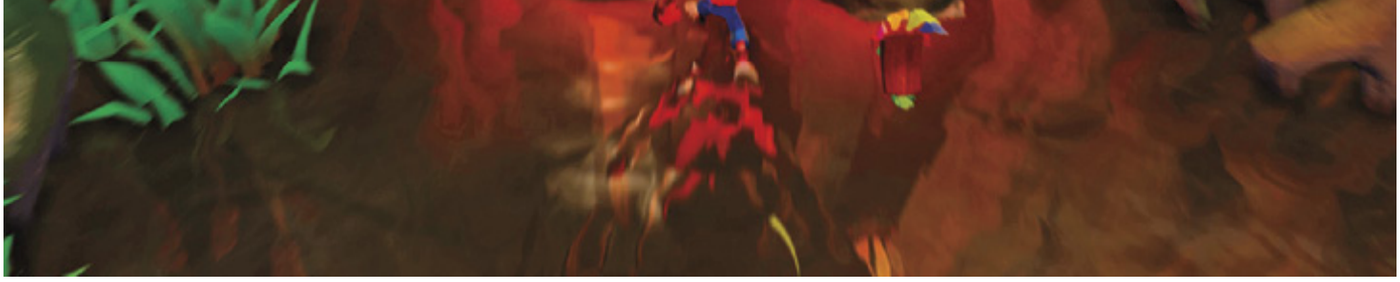
Oriental Location

Dino Might!

Rewards: 2 Clear Gems—destroy all 112 boxes.

As you move forward, avoid the steam vent to the right and break the Aku Aku box nearby. Double-jump and spin to break the Crash box on top of the iron boxes.

Jump over the pit of lava and head through the grass to meet a new, somewhat familiar-looking enemy—Bandifish! The Bandifish's spin attack pushes you back, so wait until he's done spinning, then take him out in the usual manner.



Carefully walk around the lava pit and the nearby steam vent by keeping to the left. Break the boxes here. Go around the next lava pit on the right and take out the Bandifish there as well. Jump onto the log and head down onto the right side of the path to avoid a lava pit to the left. Pass the two steam vents in the center of the path and face another Bandifish. Something about their faces just seems so annoying…

Jump over the lava pit to find another enemy swimming. Deal with it, then break open the checkpoint box. Continue on to see a yellow, wire-framed platform. If you have the Yellow Gem, this takes you to the Yellow Gem path. You must access that path to destroy all the boxes on this level.

Yellow Gem Path

Head out to reach a speed boost. Travel through it and deal with the Wave Lab Assistant. Break the two boxes and jump over a lava pit, landing on a log. Jump over the next lava pit, landing on the right side of the path. Take the next speed boost and eliminate the Bandifish.

Stay left to avoid the lava on the right, and be ready to jump over the lava when it flows across the whole path. You soon come to another lava pit, this one in the shape of a T. Make your way on either side of the base of the T, then hop over the streaming lava were it blocks the path. Eliminate the Bandifish and jump over a pit of lava.

Pass the grass and stay to the right to avoid a lava pit on the left. A steam vent blocks the path. Maneuver around it to the right and deal with the Bandifish behind it. Break the next two boxes and head right to follow the path.

Trigger the TNT and Belly Flop on the reinforced box. Break the next box on the right, plus the next four boxes you come to. Afterward, trigger the TNT. Continue right to reach four reinforced boxes surrounding a TNT box. To trigger the TNT, stand to the left of the leftmost box and perform a Belly Flop. This should break that box AND the two underneath the TNT, causing it to fall, which should trigger it. Once this is done, don't forget to Belly Flop the last reinforced box.

Once you start heading toward the screen, jump over a pit of lava and past some grass. When the path drops, follow it and bust the checkpoint box. Get ready for another dino chase! Stay on the right to pass not only a lava pit, but a nitro box, followed by another lava pit to the right. Head into the grass on the left, even though it slows you down. Mitigate the amount is slows you by jumping over as much of it as you can. Avoid the nitro on the left and the lava pit that crosses the entire path. Jump over the lava and steer clear of the nitro.

Run through the speed boost on the left, past two pterodactyls. This second dino-bird is not your run-of-the-mill prehistoric bird. Jump up to it as it flies away and let it grab you. This takes you directly to the secret level, Eggipus Rex. If you don't want to go there now, avoid this pterodactyl and jump over the pit.

On the other side, you see another pterodactyl on the left, with some grass to the right. Jump over the grass so you don't slow down too much, and claim the speed boost. At the end of it, you reach another grass patch, followed by another speed boost. Continue past a lava pit to the left and jump the grass, landing on the speed boost on the left side of the path and avoiding the lava pit on the right. Keep right and jump over the next lava pit, landing in some grass. Jump over it and take the speed boost, hopping over the lava pit at the end.

Avoid the next three boxes of nitro—one to the left, one to the right, and the last one on the left—to reach a pterodactyl to the left and a nitro box on the right. Jump over the nitro, dropping to the lower level, where the dino gives up the chase. Claim the Clear Gem in the path. Hit the green "!" box and jump onto the Yellow Gem platform to return to the level. Because the exit spits you out farther along in the level, you need to backtrack to claim all of the boxes.

Jump over the next pit of lava and defeat the Bandifish here. Jump over the first part of the C-shaped lava pit to land on the left, then cross it again to reach another Bandifish. Deal with it, then break the box and approach the egg in the nest.

Spin into the egg to crack it and reveal a dinosaur. Jump onto it and go for a ride! Unlike Pura the tiger, the dino doesn't constantly run forward, and you can hop off at any time by pressing Crouch.

Besides being just plain fun, the advantage of riding the baby dino is that it's a bit faster than hoofing it, and the grass doesn't slow down the dino like it does Crash.

Break the three boxes before jumping over the lava pit. Jump over another lava pit and break the three stacked boxes. Keep left to avoid the steam vent and lava pit. You go past grass before reaching yet another lava pit; be ready to jump it. Avoid the volatile nitro to the right, and jump over the log.

Break the checkpoint box and deal with the Wave Lab Assistant. Avoiding the lava pit on the left, hop over the log and land on the left side to avoid yet another lava pit. Take out the Wave Lab Assistant and break the stack of nine boxes, followed by the two boxes behind it.

Jump the pit of lava and keep left to avoid two steam vents on the right. Bust the two boxes behind the vents and keep left of the lava pit on the right. Run past the steam vent, avoiding the pit on the left and the one on the right that follows. If you've managed to stay on the dino this whole time, this is where your free ride ends.

Back on your own two feet, break the nearby boxes and collect the crystal in your path. Head past the crystal's position to the right and bounce on the iron arrow box. Break the boxes above it, and be sure to hit the "!" box above those.

This activates the wire-framed boxes on the right, providing a path over two boxes of nitro. Jump on the iron boxes to break the box above them. When you're done, drop down on the other side of the nitro, having avoided blowing yourself into tiny Bandicoot pieces. Continue to the "?" platform, which takes you to the bonus stage.

Bonus Stage

This bonus stage requires lots of Belly Flops to get you through. Belly Flop onto the normal box stacked on top of reinforced box, breaking them both. Jump to the next platform and Belly Flop on the stacked boxes to break the two reinforced boxes contained there.

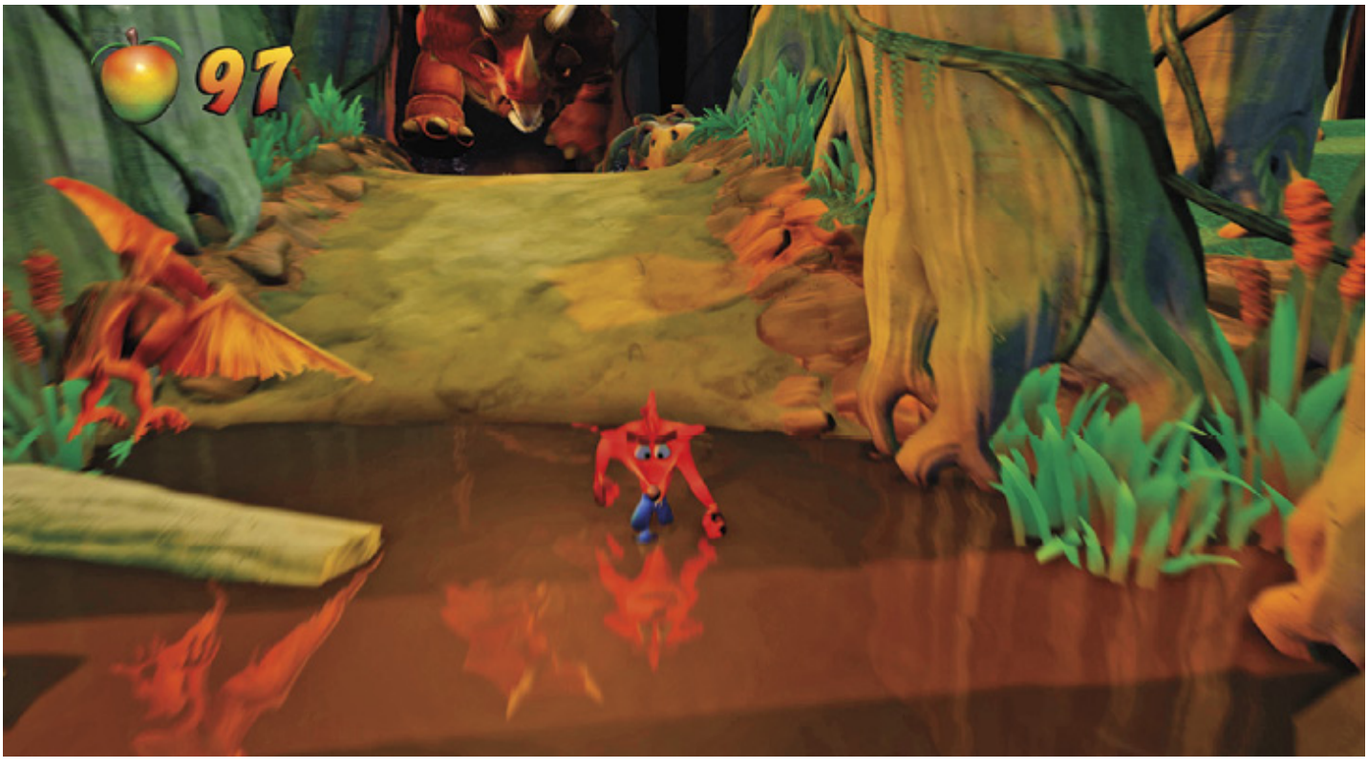
Jump onto the platform and Belly Flop onto the eight boxes to break them all. Hop over to the platform on the right and

Belly Flop once more to break all four boxes. At the edge of the platform, you see a box in mid-air. Jump to it and Belly Flop, breaking the four boxes below.

Head right to see three reinforced boxes suspended over a gap. Get on either side of the gap and Belly Flop on them. When you're done, jump back to the platform and stand on the "?" platform to return to the level.

After exiting the bonus stage, drop to a lower level and get ready to once again be "it" in a game of dino tag! Break the three boxes and the checkpoint box here. Once you enter the tar pit, the chase is on.

Break the boxes and enter the speed boost area on the left. Make your way right to reach the next speed boost near the grass. Keep left to avoid the pterodactyl hanging out on the log, and jump over the lava pit directly behind it.



Break the box and keep left to avoid the steam vent. Run through the speed boost and keep left to steer clear of yet another pit. Once you're back in the tar, avoid the pterodactyl on the left. Here you exit the tar briefly before finding yourself right back in it. Break two boxes and stay to the left to claim a speed boost and avoid a steam vent.

Jump over the first part of the lava pit, landing on the right side of the path. Double-jump to break the box above you. Afterward, jump over the remaining lava. Break the stack of four boxes, then keep right to avoid another lava pit. When the lava crosses your path, jump over it and hit the speed boost. If you've broken all of the boxes, which you can only do once you have the Yellow Gem and complete the Yellow Gem path, you claim your Clear Gem.

Time Trial

Time Requirements

Sapphire: 1:34:00

Gold: 1:25:73

Platinum: 1:05:00

The Bandifish prove annoying when you're trying to get through this level as quickly as possible. Since you must wait until they stop spinning before you eliminate them, the first part of the level can eat up a lot of time—time you don't want to waste!

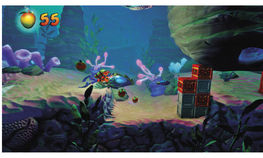
Luckily, there are many time boxes here, and you have a dinosaur to run through them. Hitting all of the boxes gives you more than enough time to claim the relics.

Oriental Levels

Deep Trouble

Rewards: Clear Gem—destroy all 83 boxes and one Red Gem.

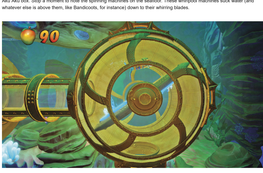
Hope you brought your trunks, because it's time to take a swim once again! Head right to grab the mini-sub. Break the first three boxes on the right, and keep heading that direction. Fire a torpedo at the TNT, exploding all the boxes blocking your path.



Head through the now-clear path and break the next four boxes. Keep heading right to swim carefully under a nitro box. Torpedo the shark and continue right. Destroy the upcoming mine with a torpedo and forge ahead. The path soon slopes down near two pufferfish; eliminate them with the sub's handy torpedo. Destroy the reef at the bottom of the slope, and break the box it was hiding.

Enter the tube to the right, sadly leaving your mini-sub behind. Break the box, but don't touch the electrified plate spinning in front of you. Swim carefully around it as it spins, and follow the tube down. Exit the tube, carefully swimming around the mine, keeping a lookout for the eels that emerge from the walls as you make your way down.

The path curves to the right, where you find more boxes to break and a shark to eliminate. Break the checkpoint box and the Aku Aku box. Stop a moment to note the spinning machines on the seafloor. These whirlpool machines suck water (and whatever else is above them, like Bandicoots, for instance) down to their whirring blades.

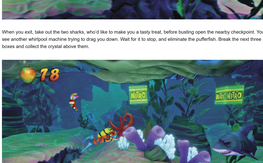


Wait until they stop spinning before you swim swiftly past each one. Take down the shark waiting on the other side of them, and break the two boxes below. Then make your way carefully past two mines to break the box near another tube. Enter the downward tube.

Although the tube contains a fan at the top, which pushes you down, and a fan at the bottom, which pushes you up, they don't exert that much force. Head down, breaking the boxes on the platforms on the tube sides, while avoiding the couple of pufferfish nearby. Once you reach the bottom of the tube, exit it to the right.

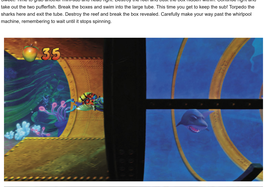
When you exit, take out the two sharks, who'd like to make you a tasty treat, before busting open the nearby checkpoint. You see another whirlpool machine trying to drag you down. Wait for it to stop, and eliminate the pufferfish. Break the next three boxes and collect the crystal above them.

Next, you see a shark swimming near two nitro boxes (how come the enemies never accidentally bounce into these?). Take out the shark, but be careful of the nitro. Pass the two whirlpool machines when they stop, to reach an area with two boxes and a trail of Wumpa fruit leading upward.



Swim to the right, where your path is blocked by iron boxes next to a wire-framed box. Break the boxes beneath the Wumpa fruit and follow the path leading up. An eel emerges from the left and tries to take a bite out of you, so be careful. When you reach the top, you see another spinning, electrified plate. (Didn't anyone tell these guys that electricity and water don't mix?) Make your way past it as you did before, by following its motion, and enter the tube. When you exit, be ready to deal with a pufferfish and a whirlpool. Once you pass those two hazards, bust open the checkpoint box.

Swee! Time to grab another mini-sub and head right. Destroy the reef and bust the box hidden within. Continue right and take out the two pufferfish. Break the boxes and swim into the large tube. This time you get to keep the sub! Torpedo the sharks here and exit the tube. Destroy the reef and break the box revealed. Carefully make your way past the whirlpool machine, remembering to wait until it stops spinning.

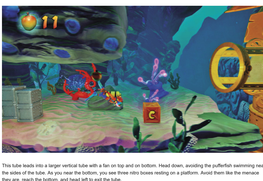


Continue right to find a box and a few nitro boxes. Fire your torpedoes at the boxes to break them from a safe distance. Just to the right, you encounter yet more whirlpool machines, this time two of them. By now, you know the drill. Torpedo the pufferfish nearby before moving past them. Break the boxes just past the whirlpool machines, and hit the "!" box.

From here, you can warp out of the level, but if you want to claim both gems in this level, don't do it yet. The "!" box you just hit activated the wire-framed box you encountered earlier, letting you now access the Clear and Red Gems for this level.

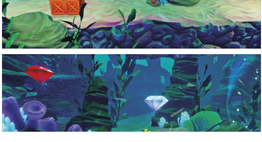
Make your way back to the wire-framed box, just before the path led upward.

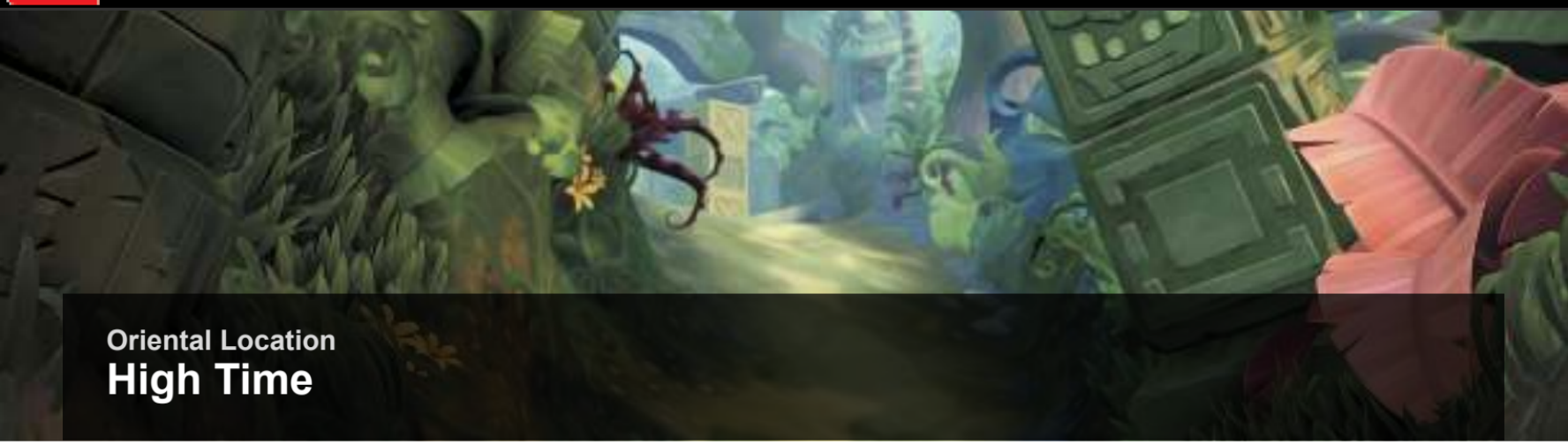
The former wire-framed box is now a TNT box. To trigger it, bump into the top of the box, then quickly move before it explodes. When it does, it sets off a chain reaction of sorts, triggering other TNT boxes and blowing up two regular boxes to clear the path. Head right, breaking open the checkpoint, and then enter the tube.



This tube leads into a larger vertical tube with a fan on top and on bottom. Head down, avoiding the pufferfish swimming near the sides of the tube. As you near the bottom, you see three nitro boxes resting on a platform. Avoid them like the menace they are, reach the bottom, and head left to exit the tube.

Cautiously swim past four boxes of floating nitro, and make your way past two whirlpool machines and a pufferfish. Take out the shark nearby to reach a large stack of boxes, including several TNT boxes. Break the boxes that can be done so safely, and trigger the TNT to take care of the rest.





Oriental Location

High Time

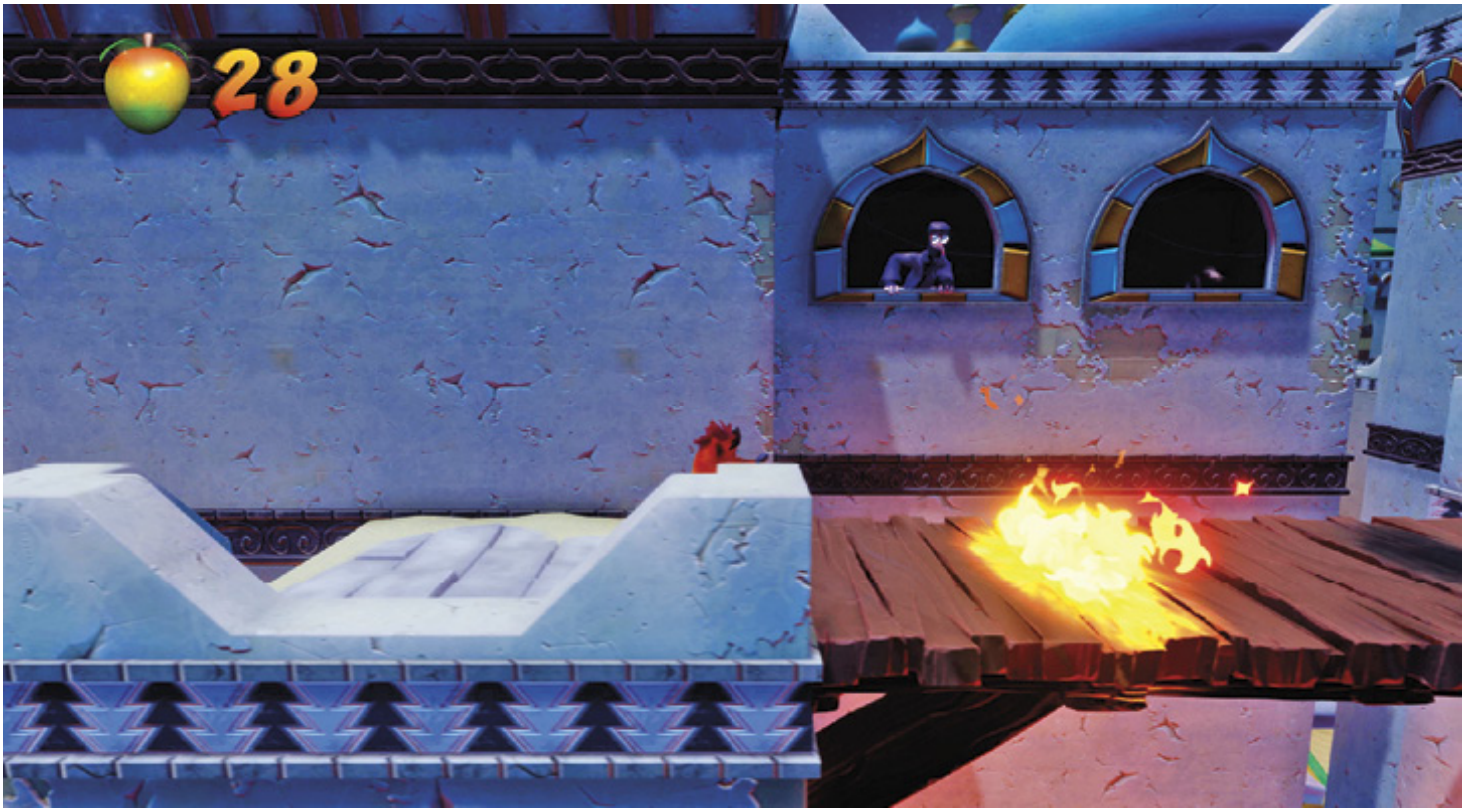
Rewards: Clear Gem—destroy all 85 boxes and one Purple Gem.

Break the first four boxes, and watch the two nearby enemies toss explosives onto the path in front of you. Wait for the closest fire to burn out, move across it, wait for the second fire to burn out, and pass that area.

Break the four boxes, and jump onto one of the iron arrow boxes. Use it to bounce to the rug on the left and, from there, to the balcony to the right. Break two boxes here, and wait for the flying carpet to get close to the balcony. When it does, jump on and ride it up. Hop from the carpet to the rug on the left, then spin into the enemy on the carpet floating around the platform to the right, and bounce to the platform.

Hop onto the iron arrow box and bounce up to the nearby roof. Break the boxes in a big stack you find there. Head right and stand at the edge of the pit. Wait for a flying carpet to move close to you, then use it to reach the platform on the other side.

Break the four boxes and hop up to the roof. Eliminate the pot-carrying enemy and continue right, where you see two more enemies tossing explosives, just like at the start of the level. Wait for the fires to burn out, then break the checkpoint box.



Jump up to the grating above you to the right to see a scorpion. You can wait to move past it when it turns around, or spin into it to rid the path of this creepy-crawly. Deal with the enemy on the carpet to the right, and continue to the boxes. Break the boxes and deal with the scorpion hiding behind them. Drop onto the platform below the grating and break the boxes there. Jump back up onto the grating.

Continue right to face another scorpion and reach the end of the grating. Note the flying carpet nearby, and wait for it to move under you. Drop onto it and ride it until you can jump onto the roof to the right.

Break the four boxes, walk up to the pit, and note the carpet moving up and down. When it reaches you, jump on and ride it up until you can jump over to the roof on the right. From here, jump onto the “?” platform to reach the bonus stage.

Bonus Stage

Head right, across the platform, and jump down to the platform on the right. Four iron boxes, and some other boxes behind them, block the path. Double-jump to clear the iron boxes, and break all the others.

Head right to a stack of two normal boxes and two reinforced boxes, on top of two iron boxes. Break the normal boxes, then double-jump onto the reinforced boxes. Use your Belly Flop to break them, and continue to the right.

Here you see three bounce boxes over a pit with another bounce box above it. On top of all of these is a “?” box. Don’t break the bounce boxes yet. Double-jump and spin to get the “?” box first. Then break the bounce boxes and head right. Double-jump to reach the next set of iron boxes, and jump to the platform to the right. Stand on the “?” platform to return to the level.

After exiting the bonus stage, you reach a pit with two carpets in it, moving in circles. Jump onto one of the flying carpets when it approaches, and ride it to the crystal. After claiming the crystal, ride the carpet to the other side, jump onto the roof, and break the checkpoint.

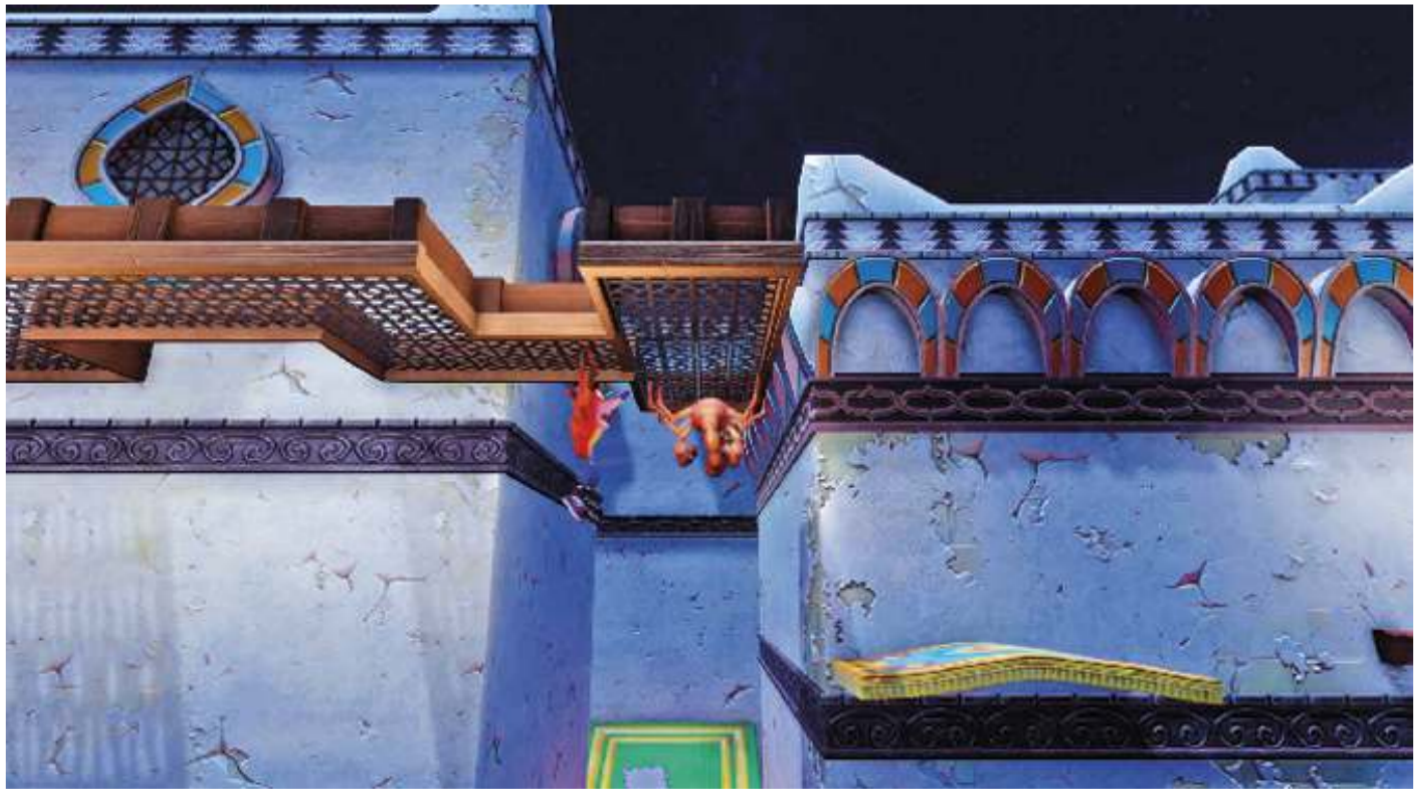
After the checkpoint, you face a pot-carrying enemy and two more enemies tossing explosives. Deal with them as before. Because there's a pit between the explosive tossers, you must wait for both fires to go out before you cross the burned-out fires and jump over the pit. Here you find the Skull Platform path.

Skull Platform Path

If you've made it this far in the level without getting killed, you can access the Skull Platform. Otherwise it appears as wire-framed. After taking the platform, move ahead until you see an enemy tossing explosives at you out of a window. Wait for the fire to burn out, then jump onto the rug over the pit. Stay on the rug until another explosive-tossing enemy's fire burns out, then jump off the rug, landing on the other side of the pit.

Proceed and jump onto the iron arrow boxes to reach the roof on the right. Now jump onto the rug over the pit and wait until the flying carpet floats near. Jump on and ride it across the pit. When you reach the other side, eliminate the pot-carrying enemy there.

You come to a pit with enemies throwing explosives out of windows on either side, and another enemy riding a carpet in the pit. When the fire closest to you burns out, stand in its spot and wait for the second one to burn out. As soon as it does, jump over the pit while spinning to take out the enemy on the rug, and continue past the second fire spot.



Jump up onto the grating above you. Head right and take out the two scorpions in your path. When you reach the end of the grating, there's a pit below you with a carpet moving left and right. Wait for the carpet to be below you, then drop down and ride it to the right until you can jump up on the next platform.

Continue until you reach a pit. On the other side, and enemy is throwing explosives on a platform. Time your jump so that, when the fire goes out on the platform, you can reach it, then jump onto the carpet moving left and right. When the carpet flies near the roof on the right, jump on the roof. Claim the Purple Gem here and warp out of the level to the right.

After either exiting the Skull Platform or leaving it for another time, break three boxes and jump onto an iron arrow box. Bounce to the rug on the left and then up to the platform. Jump onto the TNT box, then onto the rug moving up and down. From there, jump over to the next platform and break the two boxes.

Jump onto the iron arrow box to the left, and use it to bounce onto one of the flying carpets above you. From there, make your way onto the rug to the left and up to the next platform. Eliminate the pot-carrying enemy, and jump up to the roof to find six stacked boxes. Two of these are TNT boxes. Break the regular boxes, then trigger the TNT to finish the job.

Jump onto the iron arrow box to the left, and use it to bounce onto one of the flying carpets above you. From there, make your way onto the rug to the left and up to the next platform. Eliminate the pot-carrying enemy, and jump up to the roof to find six stacked boxes. Two of these are TNT boxes. Break the regular boxes, then trigger the TNT to finish the job.

Move ahead to reach the next pit with two carpets moving in circles above it. Jump onto one of them and ride it to the other side of the pit. Hop up to the next platform, and break the boxes here while landing. Forge ahead to break the checkpoint box on the corner.

As if explosive-throwing enemies weren't enough, to the right, on a lower platform, is an enemy who throws knives at you. Dodge them by jumping over them, and spin into him to get rid of this pesky pest. Break the three boxes beyond him and jump onto the TNT.

Take out the enemy on the flying carpet over the pit to the right. Jump onto the roof to the right, breaking a box. Trigger the next TNT box to make it, and the other TNT box next to it, explode, which should eliminate the pot-carrying enemy behind them. Continue to the right to reach a spot where you can jump up to the grating above you.

Oriental Location

Road Crash

Rewards: Clear Gem—destroy all 25 boxes.

It's time again to jump on your motorcycle and rev up the engine! As before, you must finish the race in first place to grab the crystal, but this time you face off against eight other racers. When the race starts, enter the right lane and break the two boxes. Remain in the right lane until you pass a large pit and a police car in the left lane. Break the box in the right lane and immediately move to the left lane, avoiding a pit. Take the ramp in the middle of the road to bust the box above.

Continue in the left lane until you pass a pit on the right. Immediately move to the right lane after the pit, avoiding obstacles blocking the left. Break the next box, then quickly move to the left lane to avoid some signs blocking off the right. As soon as you pass this group of signs, look to the left for a sign with an alien on it. Running into this sign takes you to the secret level, Hot Coco!

Hot Coco

This is one of two secret levels in *Warped*. Check out that section later in this guide for all the information you need on that level.

After you pass the alien sign, keep to the right, avoiding a police car in the left lane. Just past that car, get to the middle of the road to run over three boxes. Once you break them, veer into the left lane, staying out of the pit on the right. Keep left to break two more boxes, then drive down the center of the road to hit the ramp, which allows you to fly over the pit.

After you land, stay in the center of the road to break the next box. Watch out for the police car blocking the right lane. After passing it, get into the right lane to avoid the signs in the left. Take the speed boost, break the box, and go over the ramp. This gets you across a pit that covers the whole road. Break the four boxes when you land, but be ready—this can be challenging with the speed boost still active.

Remain in the left lane to reach another speed boost. Go through it and run over the box in front of it. Keep left to avoid the pit to the right. Keep left through a series of sharp turns to avoid another pit in the right lane. You soon come to another speed boost. Ride through it and take the ramp in front of it. Once you land, you see three police cars blocking the left, right, and left lanes, respectively. As you weave in and out, be sure to break the box between the second and third police cars, in the left lane.

Get the next speed boost in the right lane and quickly hit the ramp in the left lane, jumping over two police cars blocking the entire path. Upon landing, keep left to break another box. Make your way to the right lane, ride through another speed boost, and break the next four boxes. Veer into the left lane and claim another speed boost. As soon as you ride through the speed boost, veer right to avoid a pit in the left lane. Someone really needs to look into the shoddy road maintenance going on here...

Steer into the left lane now, avoiding a pit in the right. Break the last box in the middle of the road, and avoid a pit on the left and then another on the right. Ride through the last speed boost and cross the finish line to claim your Clear Gem.

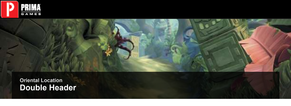
Time Trial

Time Requirements

Sapphire: 1:31:00

Gold: 1:26:70

Platinum: 1:23.10



Oriental Location

Double Header

Rewards: Clear Gem—destroy all 91 boxes.

Double Header introduces you to an new enemy as soon as you start—the double-headed lab assistant. He (they?) swings a club in each hand, one at a time. Wait until he swings the club on his right, then pass him on the left side of the path. When you're safely behind him, double-jump and land on his head to knock him over. When he hits the ground, bounce on his stomach. Break the five boxes you see.

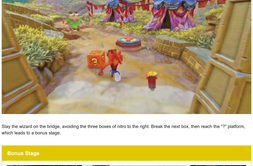
In the middle of the path is a log. Jump onto it and keep an eye out for the pit on the left. Eliminate the frog and break four boxes, one of which is a slot box. You see another double-headed lab assistant. Carefully make your way past him and break the box behind him. Wade through the pool, avoiding the nitro and dealing with the frogs if they get too close. Watch out for another nitro box.

Avoid the pit on the right, and carefully pass the two-headed enemy on the left. Follow the path as it goes between two more pits, one on the left, the other on the right. Take out the sword-wielding enemy, and break open the checkpoint box behind him.

You approach a pit and see yet another sword-wielding enemy on the other side. Watch as he swings and gets his sword stuck. When this happens, jump the pit and deal with him. You then come to a group of five boxes, three of which are TNT. Break the "?" box, as well as the Crash box, then jump onto one of the TNT boxes to clear them all out.

Wade into the pool and break two boxes. When you reach dry land again, notice the pit and the two-headed enemy. Wait for the enemy to swing his club, then jump over to the left. Keep right to avoid another pit, then jump over it where it blocks the entire path. Break the three normal boxes in the stack of five, and jump into the TNT boxes to trigger them. Take out the goat on the log and drop into the water.

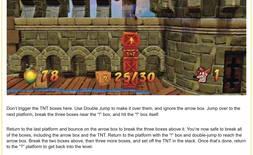
Break three boxes, then break the slot box under the TNT. If it doesn't trigger, jump on the TNT, then break the slot box on top of the hill. Jump over a log, eliminate another goat, and break the next checkpoint box. Continue past a pit on the right until you see a wizard. Avoid the pit and spin into this enemy. Break the boxes here, then break another box in the water. Make your way through the water, taking out the two frogs if need be. Break another box and jump up onto dry land.



Slay the wizard on the bridge, avoiding the three boxes of nitro to the right. Break the next box, then reach the "?" platform, which leads to a bonus stage.

Bonus Stage

Head right and jump on the arrow box to bounce into the four boxes above you. Once you've used it, break it as well. Jump to the next platform on the right, then onto the arrow box. Use it to reach the three boxes above it and break it too, and the other boxes nearby. Jump to the next platform to the right.



Don't trigger the TNT boxes here. Use Double Jump to make it over them, and ignore the arrow box. Jump over to the next platform, break the three boxes near the "!" box, and hit the "!" box itself.

Return to the last platform and bounce on the arrow box to break the three boxes above it. You're now safe to break all of the boxes, including the arrow box and the TNT. Return to the platform with the "!" box and double-jump to reach the arrow box. Break the two boxes above, then three more boxes, and set off the TNT in the stack. Once that's done, return to the "!" platform to get back into the level.

After the bonus stage, another double-headed lab assistant stands to the right of a pit, and another pit lies behind him. Move past him on his right, then jump over the pit behind him. Break three boxes and wade into the pool. Eliminate the two frogs, then go up a hill. Break the checkpoint box and the next three boxes. When you reach a group of iron boxes behind a log, jump onto the iron boxes and then onto the enemy to knock him down. Pass him to reach the next pool, where you see two nitro boxes, a slot box, and a frog.

Carefully move between the two nitro boxes, break the slot box, and eliminate the frog. Upon exiting the water, break three boxes and grab the crystal. Now you see two pits. Jump over the first, slay the goat, jump over the second pit, and then eliminate the wizard on the bridge just behind the pits.

Break two boxes on one side of the pit and pass by it on the left. A double-headed lab assistant tries to stop you. Wait for him to swing his club, then make your way past. Deal with the goat behind him as well, and don't leave the nearby frog alive either. A final two-headed enemy stands in the path between two pits. Jump over one of the pits, leaving him in the middle. Hit the green "!" box and claim the Clear Gem if you've broken all the boxes. Enter the warp to leave.

Time Trial

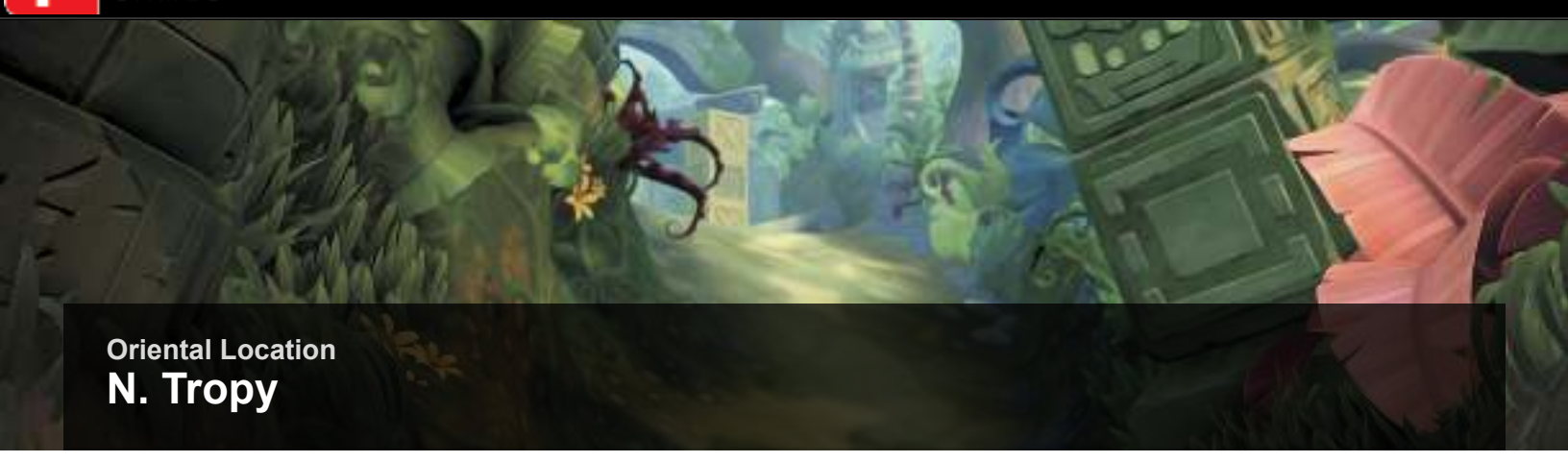
Time Requirements

Sapphire: 1:27.00

Gold: 1:21.12

Platinum: 0:59.40

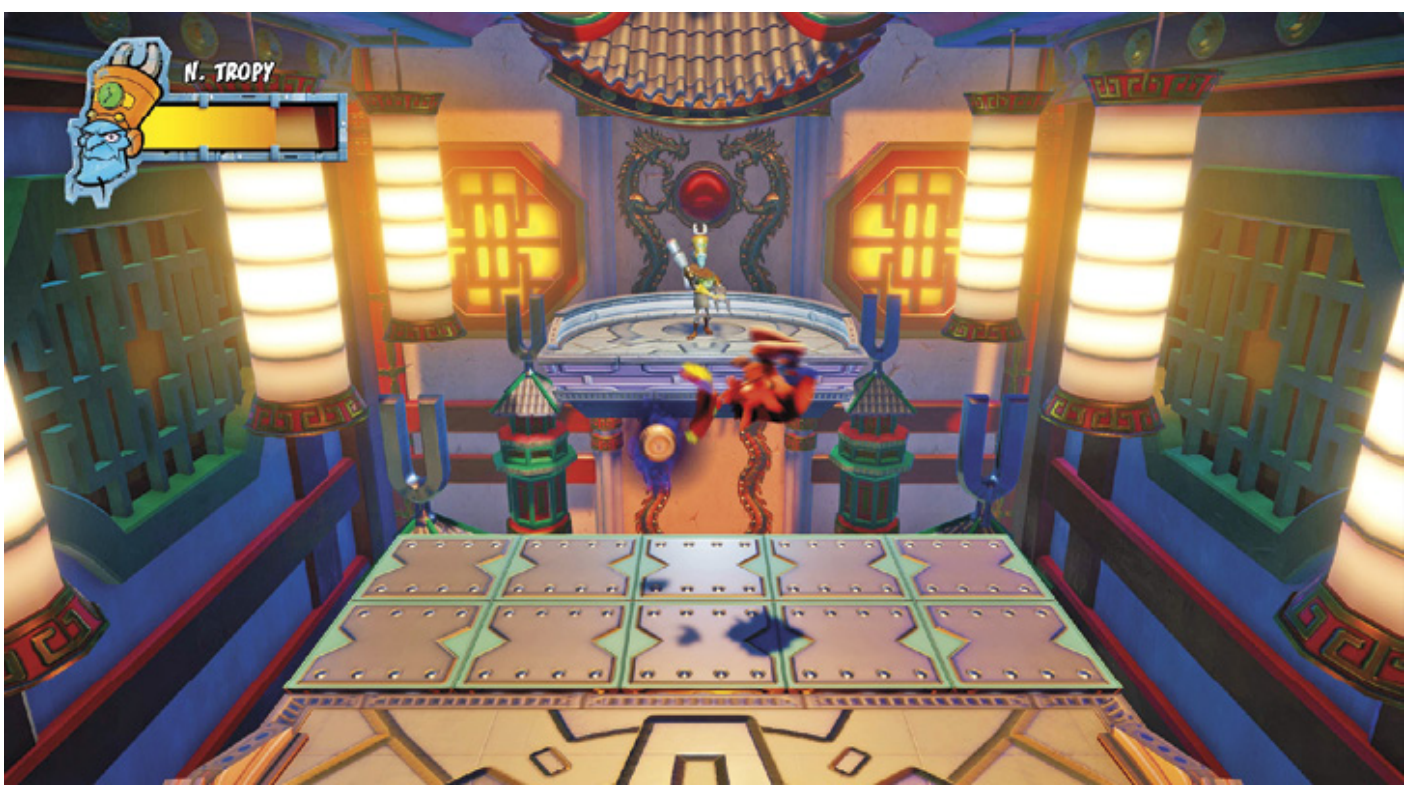
This level doesn't boast many time boxes, so break all of them! The double-headed lab assistants aren't as problematic as you might expect. Run past them whenever you can, and if you can't, double-jump on their heads to knock them down, allowing you to pass. As usual, this is much easier with the Speed Shoes.



Oriental Location
N. Tropy

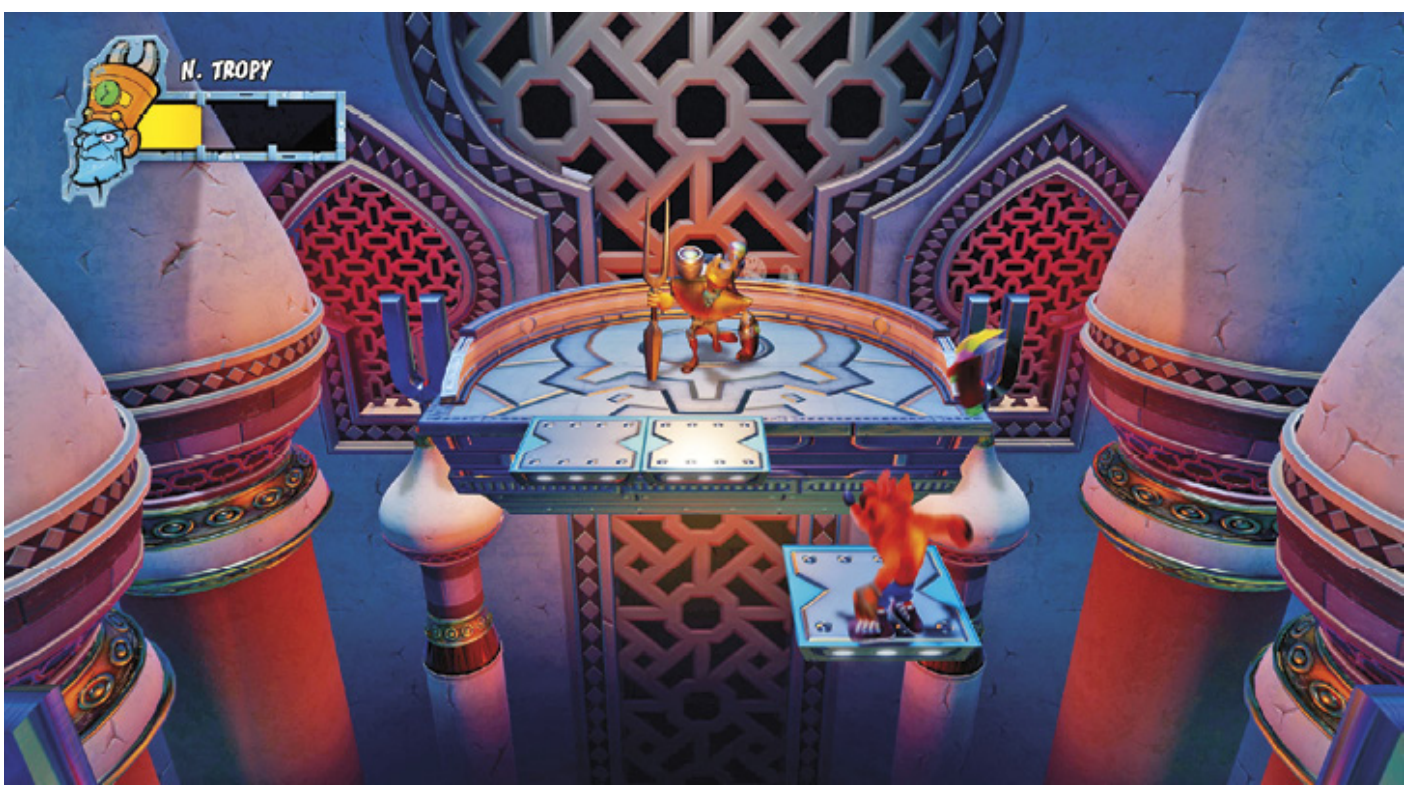
You start this battle on the opposite end of the room from the boss. Between you two is a large pit. As with the previous two boss battles, you must hit N. Tropy three times to end the fight. At the start of the battle, N. Tropy sends out a wave of energy, creating some floor tiles in front of you.

During this battle, N. Tropy uses a variety of three distinct abilities against you. The first is to create and destroy pieces of this room's floor tiles. At the start of the fight and each time you strike N. Tropy, he creates and destroys sections of the floor. Sections that are going to be destroyed flash red first, giving you a brief warning before they disappear.

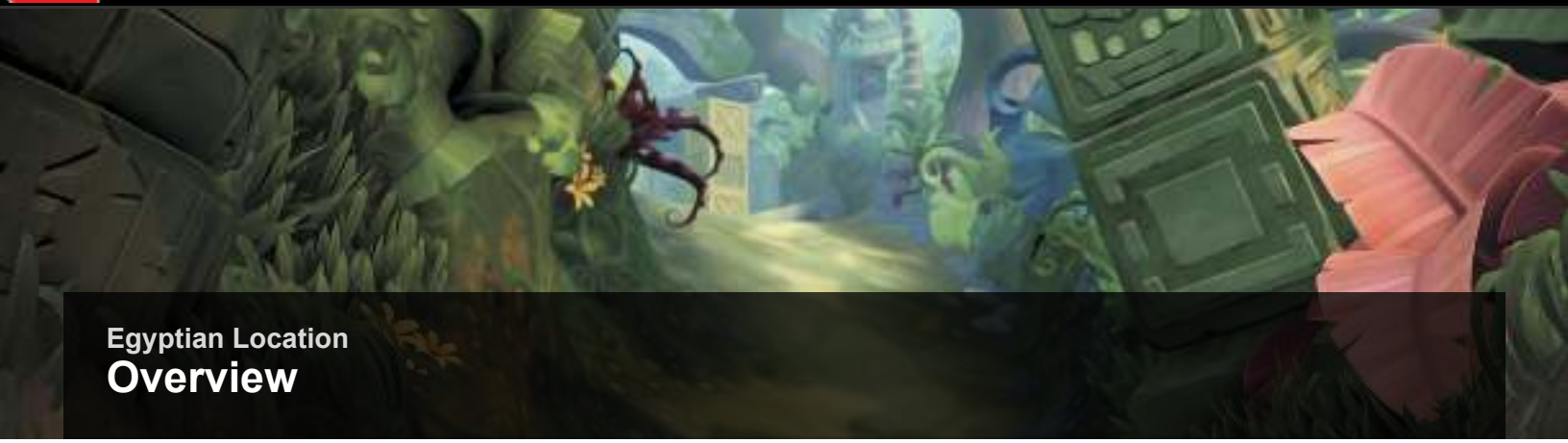


The second move N. Tropy performs is shooting clocks at you. Run around and jump over these to avoid any on the ground. Beware that sometimes he launches the clocks high. If he does this, run underneath them to avoid damage.

His third and final ability is to channel electrical currents from two orbs. These orbs maintain a stream of electricity that moves across the floor area you occupy. Simply jump over these to avoid certain death.



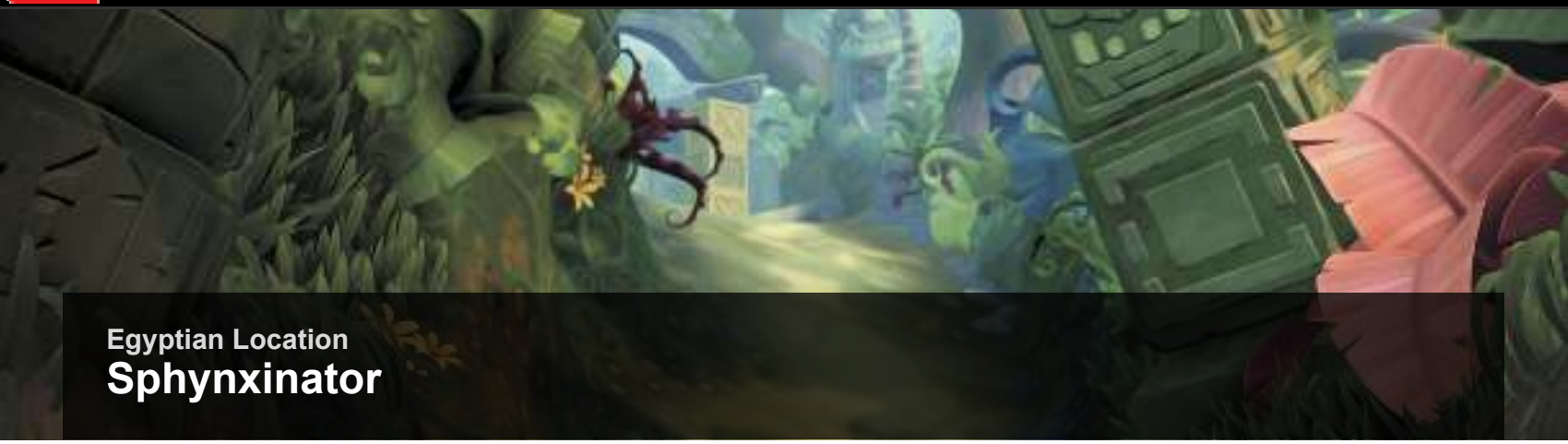
Once you avoid his three abilities, jump across the platforms he's created to reach his platform and strike him with a spin attack. After being struck, N. Tropy teleports to the other side of the room and creates a new floor area in which you must avoid his three abilities. After striking this boss a third and final time, you earn the Death Tornado ability!



Egyptian Location

Overview

Sand, waves, sky, and…space?! this location has it all. As long as you aren't scared of a few mummies, or pirates, you can collect quite a few gems here.



Egyptian Location

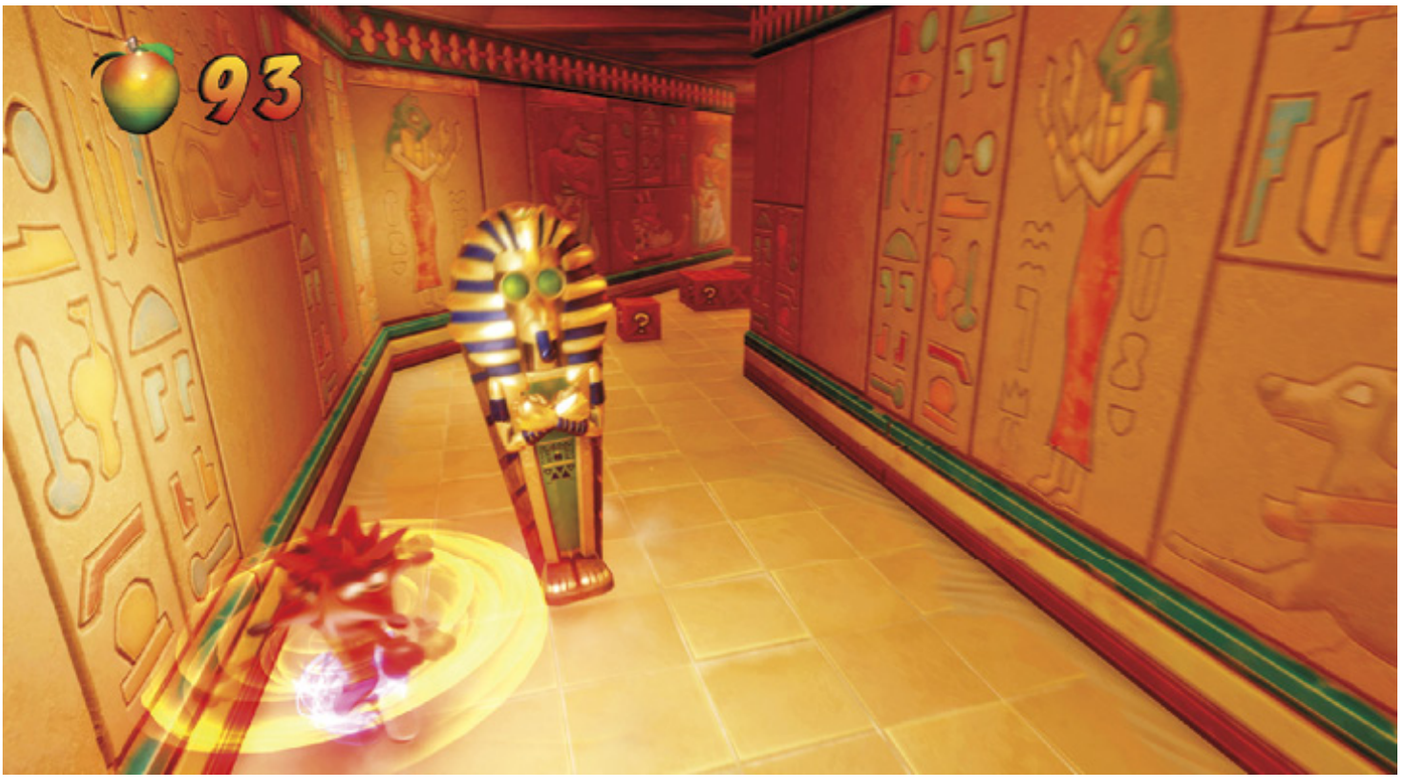
Sphynxinator

Rewards: 2 Clear Gems—destroy all 105 boxes.

When you start this level, don't move forward right away, but instead turn around and break four boxes behind you. Then move forward and jump over the pit to reach a split in the path. Ignore the path to the left. Although it provides an alternate way to get through the level, it contains no boxes.

Extra Lives

While it's true that the left path contains no boxes, and therefore is not needed to clear the level, there is a reward for choosing this path. Make it to the end to claim four extra lives. If you're trying to stock up, it may be worth taking this alternate path, knowing you'll have to revisit the level to clear all the boxes.



Take the right path, breaking the two boxes and jumping over two pits. Break the next two boxes and forge ahead until you see a sarcophagus that bears an eerie resemblance to a lab assistant. Spin into the sarcophagus to make a mummy lab assistant emerge. Spin into the mummy to eliminate this slow-moving threat.

Break the next five boxes and avoid the pit on the left. Note the holes in the ground near the pit; five spears jut out of these holes to puncture any Bandicoot caught in them. When you first approach, they only emerge a small way, so jump over them. If you're too slow, they rise all the way, blocking the path. Wait for them to descend, or go around them when possible, to make your way past them. Travel down the slope to reach two boxes resting on top of a TNT box. Break the two boxes, then trigger the TNT by jumping on it. Move before it explodes!

You soon see a pit, with an enemy flamethrower on the opposite side. Time your jump to when he points the flame to the left or right, then spin into him. Continue down the slope to reach a wall that opens and closes. Cross it when it opens and break the checkpoint box.

The next pit has a platform floating across it. Jump onto the platform, then off onto the solid platform. Watch out for the holes where spears emerge from the floor. (If you followed the left path at the start, you end up here.) Head right to cross another pit with a moving platform. Jump to that platform, then onto the sturdy platform. Break the box at the edge of the stairs. Climb them and make your way through the opening and closing wall when the coast is clear.

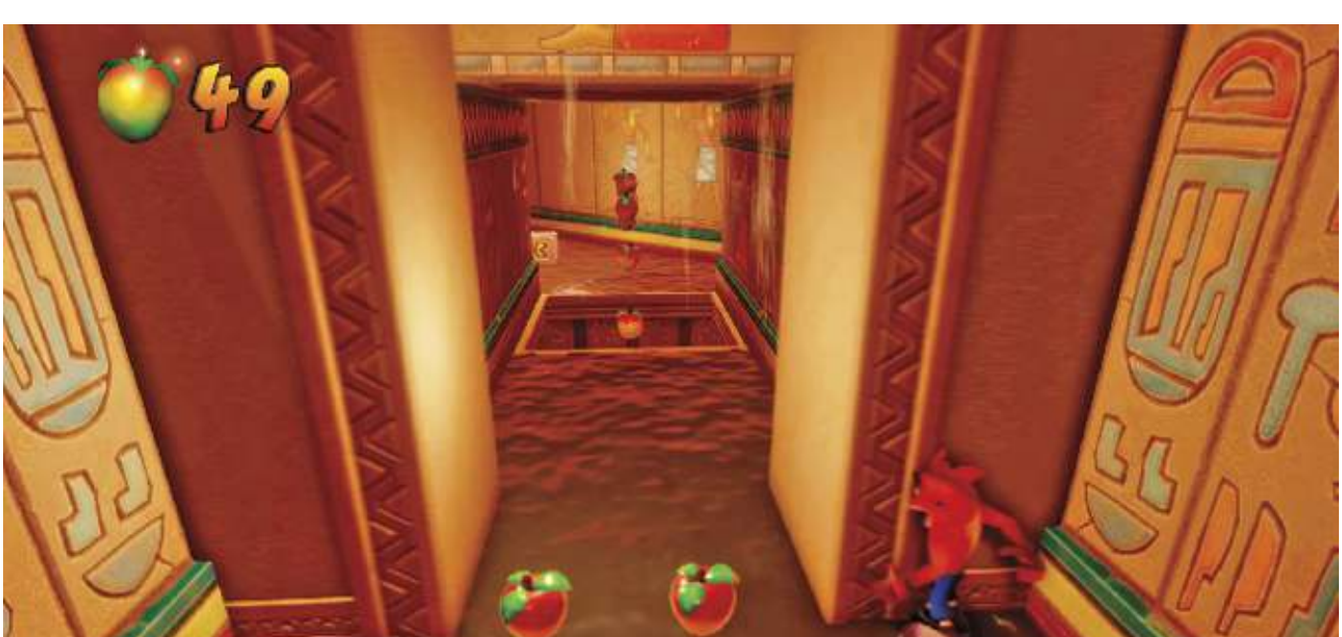
When you reach a pit on the right side of the path, you see familiar-looking rays of light nearby. As before, avoid these rays to keep from becoming an arrow-filled pincushion. Break the box near the rays, then move left, between the first two rays of light. Now get ready to move quickly. Jump over the pit to the right of the second ray, then past the nitro box and directly through the third light ray. Be quick, and the arrows will miss you.

Before crossing the next pit, wait for the first block to fall from the ceiling, slide across the slippery surface, and fall into the pit, taking out the two nitro boxes as well. Once the nitro is cleared, jump across the pit and cross the oil, jumping over the blocks as they head your way. Once you reach the other side, take out the enemy operating the lever.

Break four boxes ahead and the checkpoint box farther on. Climb the stairs, waiting at the top to make it through the opening and closing wall. Follow the path where it narrows between two pits. The path holds three stacks of boxes. After breaking the first stack, jump and spin to break the boxes you can safely reach in the second and third stacks before triggering the TNT boxes and letting them do the rest of the work. Afterward, you come to the Blue Gem Platform, which is wire-framed unless you have the Blue Gem.

Blue Gem Path

If you've already claimed the Blue Gem from taking the Skull Platform in Tomb Wader, you can follow this path. Climb the stairs and head into the slippery, oil-covered floor. Spin into the iron checkpoint box. Jump over the pit and keep going to reach a narrow part of the path. Notice the two rays of light shining down. As before, step into the light to trigger a barrage of arrows from the wall, this time on the left. Slide past the one on the right with the Crouch button.



Jump the next pit and deal with the menacing potted monkeys to reach two opening and closing walls. Make your way through both and double-jump over the next pit (you can also slide and jump if you prefer, but either way you need the extra distance). Spin into the iron checkpoint box here.

Hop over the next pit and steer clear of the rays of light. Hop another pit, keeping to the right to land near the Crash box and claim the extra life. Be careful not to slide into yet another pit nearby. Jump another pit (this place takes its security seriously) and keep on going.

Jump the next two pits, eliminating the monkeys. Before hopping over the next pit, Watch the wall open and close on the other side, and time your slide and jump carefully to make it over the pit and through the wall when it's open. Take out the snake and claim the Clear Gem before warping out.

Past the Blue Gem path, you reach two pits and two sets of spear holes. Avoid the spears as you pass between the two pits. You see yet another pit to your left, with a nearby sarcophagus. Spin into it, then spin again to take out the emergent mummy. Bust the three boxes to reach a point where the path narrows. Carefully make your way past the spear trap.

Next, you reach another pit, with blocks dropping down into the oil on the other side. This time, two blocks drop at a time. Wait for the first set to go, taking out one of the two nitro boxes here. The second nitro box floats above the left side of the path. Keep to the right to avoid it as you slide across the oil, also avoiding the dropping blocks. Deal with the pesky lever operator as you pass by to reach the checkpoint and another box just past it.

Jump onto the next platform, which takes you through a convenient line of Wumpa fruit. When it stops at another platform, jump onto it and ride that one over the remaining pit. Watch the flamethrower enemy on the other side. Wait until he aims left or right with his weapon, then jump over there and take him out. Break the next box in your path and collect the crystal next to the "?" platform.

Bonus Stage

At the start of the stage, head right to reach four boxes of TNT near two regular boxes. Trigger one of the TNT boxes to take out the whole group. Drop down to another set of iron boxes to reach six more boxes, including three TNT boxes. A “?” box floats above the top TNT box. Jump on that TNT box, and double-jump to break the “?” box. Get clear before the TNT explodes.

Jump to the next iron boxes to the right to see two TNT boxes near a group of iron boxes. Leave the TNT for now, jump onto the top of the iron boxes, and break four boxes. Head to the right and down to break five boxes, including a Crash box to gain an extra life. Once you break all those, trigger the TNT to the left.

Head right to reach a stack of four boxes, with a TNT box on bottom, two “?” boxes on top of that, and a reinforced box on top. Spin into the two “?” boxes, causing the reinforced box to drop onto the TNT box, triggering it. Get clear of the explosion, then Belly Flop onto the reinforced box. Head to the “?” platform to return to the level.

After exiting the bonus stage, break the next box and head up the stairs. Take down the sarcophagus and the mummy inside. Wait to jump over the pit until the wall on the other side opens, then make the leap. Bust open two boxes and eliminate the monkeys blocking the path to reach a stack of 16 boxes. Break as many as you can while avoiding the two TNT boxes. Once you have, trigger those and let them finish off the stack for you.

Farther along the path, you reach another pit with a slippery area and falling blocks beyond it. Note the nitro box above the right side of the path. Jump over the pit and any sliding blocks that get in your way, keeping left to miss the nitro. Eliminate the lever operator to reach more monkeys you need to take out. Hit the switch to open up a nearby wall. Go through the opening and hit the green “!” box. If you’ve gotten all the boxes, claim the Clear Gem and warp out of the level.

Time Trial

Time Requirements

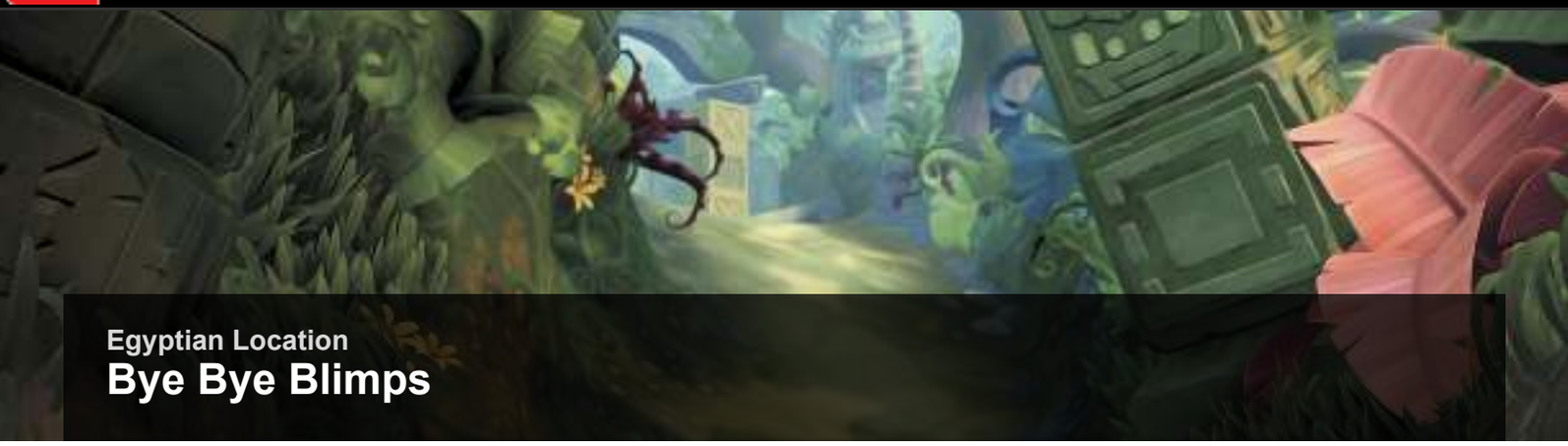
Sapphire: 1:42:00

Gold: 1:22:63

Platinum: 0:56:70

The hazards in this level make it a challenging time trial. After starting the trial, immediately turn around and grab the time boxes behind you to stop the timer and gain a few important seconds.

When the path splits, take the right fork, as there are no time boxes along the left path. The Aku Aku boxes are helpful, particularly if you manage to grab all three without being hit and utilize the invincibility. Earning the gold here without the



Egyptian Location

Bye Bye Blimps

Rewards: Clear Gem—destroy all 11 boxes.

In this level, Coco gets to use her piloting skills! While flying Coco's plane, you must shoot down the seven blimps on this level to earn a crystal, as well as break 11 boxes to earn a Clear Gem. Luckily, your plane comes equipped with a gun.

Of course, this level wouldn't be very challenging if you were the only one who got to fire. Enemy planes harass you, trying to shoot you down as well. You can shoot back at them, but eventually they respawn. When taking fire, do a barrel roll by pressing the Spin button to lessen the damage you take. Your total health appears at the bottom of the screen. Take too much damage, and you're out of luck.

Use your gun as you fly through the level to shoot down the blimps; the number you've shot down appears at the bottom of the screen. In addition to the blimps, there are boxes floating underneath balloons. To break these, shoot either the box or the balloon. Some balloons are white with a red cross on them. Shooting these increases your health. Break all of the boxes before shooting down the last blimp. Once you earn the crystal by breaking the boxes, you warp out.

Time Trial

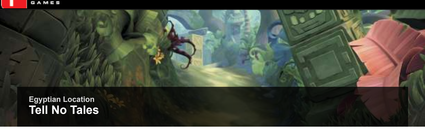
Time Requirements

Sapphire: 0:49:00

Gold: 0:38:40

Platinum: 0:31:50

Begin the time trial by shooting the watch floating underneath the red balloon. This level has no time boxes, so you can safely ignore any boxes you see. Shoot the blimps as soon as they pop into view, adjusting your aim as needed. The instant one falls, move on to the next blimp, wasting as little time as possible acquiring your next target.



Egyptian Location

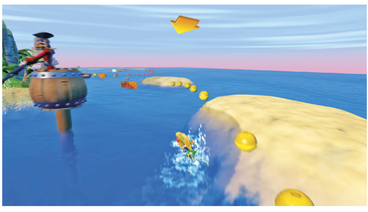
Tell No Tales

Rewards: Clear Gem—destroy all 61 boxes.

Woot! Jet-ski level!

Break the first two boxes near the islands, avoiding the bomb near the second box. Head forward to pass a ramp (no need to take it) to break three nearby boxes in a row. Avoid the two bombs in the water and the cannonballs from the pirate ship. Just as you're about to pass the ship, break the box on the left.

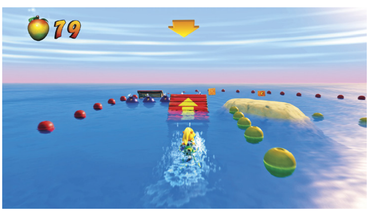
Take the ramp to the right and break the box above it. After landing, angle a bit to the right, getting next to the pirate ship. Dodge the cannonballs, then break the box here and the next four boxes, watching out for the bomb near the first box in that group. Wait for the bird to fly off the fourth box before breaking it.



Take the next ramp to break the two boxes above it. Go around the island on the left and break the box, then avoid the bomb on the left. Break another box and avoid another bomb before reaching the other side of the island. Pass the anchor-swinging pirate, being careful not to let his anchor touch you. Break the three boxes behind him and bust open the checkpoint.

Steer clear of the pirate in a rowboat. Avoid the bomb and take the next ramp as fast as you can to break the three boxes above it. Upon landing, take another ramp, this one to the left, but don't hit the bomb. Break the box above that ramp and pass a shark when you land. Avoid the rowboat pirates near the island. Break the two boxes, one in each small inlet.

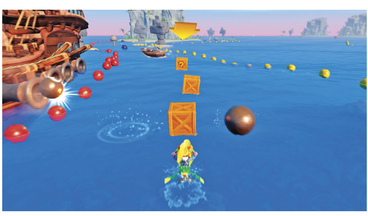
Break the next box, steer around the bomb, and take the ramp to break the two boxes above it. Continue until you reach the next two boxes. Break them and avoid the nearby bomb to the right of them. Pass the shark heading your way, and break the next box.



Reach the row of bombs flanked by ramps on either side. Take the ramp to clear the row of bombs, breaking the box and the checkpoint on the other side. Pass the two bombs, then steer around the rowboat pirate here. Break two boxes and steer your jet-ski around the two bombs blocking the right side of the path. Veer to the right after passing them to miss two more bombs, this time on the left. Break the next box before reaching a series of ramps.

Jump each ramp, breaking the boxes above them. When you reach the ramp facing the opposite way, turn around and take it to reach another box. Here the path splits.

Take the right path, avoiding a bomb and a rowboat pirate. Take the next ramp to pass a pirate ship. Dodge the cannonballs. When you pass a second ramp, turn around and take it to break a box above it. Do another U-turn, break the box behind the ship, and continue on the ship's left side. Break the boxes here while avoiding cannonballs as you make your way around the ship. Having broken all the boxes along this path, return to where the path splits.



Pass the ramps to reach a box next to the bomb, followed by another box. Watch out for the shark before you reach a pirate ship on the left. Avoid the cannonballs and break the three boxes in the water near the ship. Carefully pass a rowboat pirate and a bomb to reach another pirate swinging an anchor. Stay out of his reach and avoid the next two bombs as well. Collect the crystal floating behind the previous bomb. Break another box and avoid another bomb. Pass the rowboat pirate and break the next box. Avoid the nearby bomb and break the checkpoint box.

The path narrows here; carefully navigate past two bombs. You soon come to an area where there are quite a few bombs next to ramps. Take the first ramp to the left, avoiding the bombs on the right. Immediately veer right to take the next ramp and break a box. Take the third ramp on the left, avoiding the bomb behind it. Steer clear of two more bombs and jump the next ramp to break two boxes.

Steer around the shark and by a pirate swinging an anchor. Break the box and move around three bombs. Break the three boxes you see and proceed to a ramp. Take the ramp to grab the extra life above it, and continue on to the end of the level, claiming the Clear Gem.

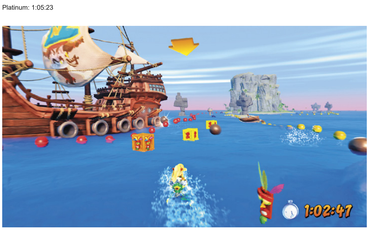
Time Trial

Time Requirements

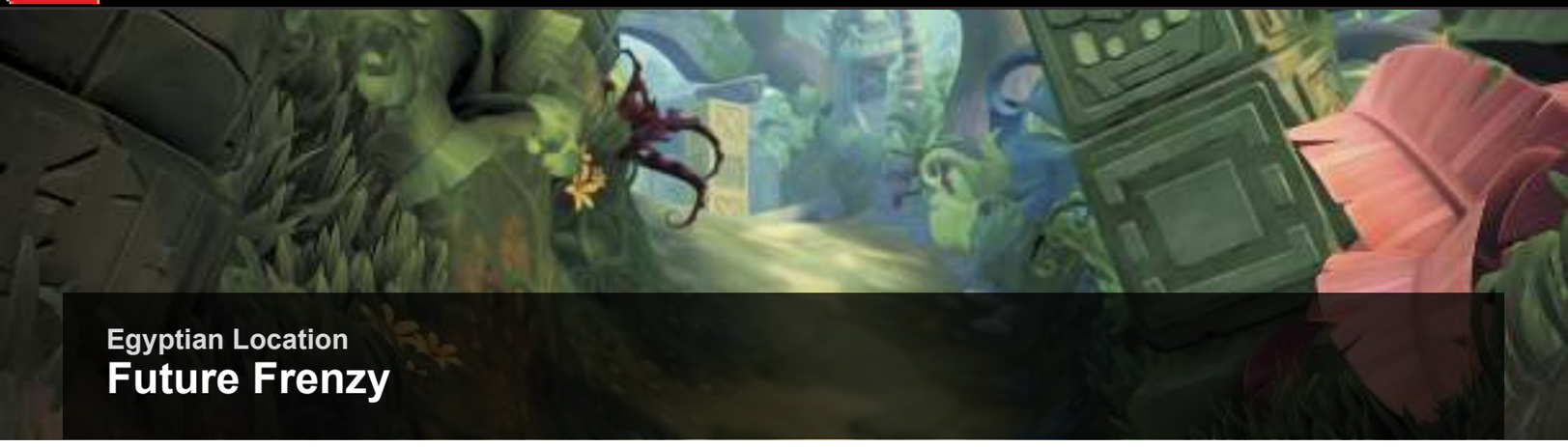
Sapphire: 1:42:00

Gold: 1:25:63

Platinum: 1:05:23



This level has a great many time boxes to stop the timer. Break as many as possible to earn any of the relics. Practice the level to better avoid the bombs and know where to find the boxes.



Egyptian Location

Future Frenzy

Rewards: 2 Clear Gems—destroy all 133 boxes.

Head out to reach two plasma gates that turn on and off along the path. Don't walk into them when they're turned on, or you take damage. Run past when they're off to break four boxes. Hop onto the conveyor belt and jump to break the three boxes above it. On the other end of the belt, you reach three boxes. Spin into the bottom two, then wait at a safe distance for the TNT box to explode.

Secret Warp Entrance

To earn the Clear Gem for breaking all 133 boxes, you need to make two trips through this level. One as detailed here, and another time through the sixth warp room once you earn 20 relics. For that path, see the entry on Future Frenzy in the Secret Levels section.

Climb onto the next conveyor belt, waiting for the two plasma gates above to turn off before running past them and jumping over the pit. Break three boxes here, but be careful to avoid the nitro. Afterward, you encounter your first shield robot. These mechanical enemies float through the air and then put up shields when they're on the ground, making them invulnerable when they land. Jump and spin to destroy them while they're in the air and vulnerable.

Wait for the next two plasma gates to turn off before jumping the pit. Break the two boxes here and jump onto the conveyor belt coming toward you. Wait for the plasma gates to turn off before running past them to reach the platform. Steer clear of the three nitro boxes and break the “?” box.

Take down the next shield robot, and pass the plasma gates behind it when it’s safe to do so to reach a large stack of reinforced boxes. Use your Belly Flop to break them open, and jump onto the next conveyor belt. Wait for the plasma gates to turn off, and make your way past them. Jump over the pit, then hop up onto the platform to continue through the level.

Head right and break the checkpoint box. Slide into the two boxes underneath the iron boxes. Creep to the right until you’re free of the iron boxes overhead. Here you encounter your first UFO. Instead of little green men, these flying saucers are piloted by lab assistants. Jump on top of any of these you encounter to take them down.

Continue right and eliminate another UFO lab assistant. Break open the Aku Aku box and jump over the plasma gate to the right. Here you encounter another UFO, but this one fires a tractor beam at the ground. Wait for the beam to stop, then run under him to avoid being sucked up into the ship.

Approach the pit and note the platform inside, which can be either red or green. When it's green, it's safe to jump. When it's red, you need to wait, as it flips on its side and you can't jump on it. Break the box and reach an area with another mirror. Here you meet the spiked-shell enemy. Spiked shells have spikes that emerge from their backs. When they tire of this, they put up metal shields around themselves. The spikes are deadly, so wait for the metal shield to appear, and jump on it to eliminate it.

Break four boxes and jump to the right to reach another conveyor belt rolling to the right, with a UFO enemy floating above it. This one tries to get you with his tractor beam. When it's off, pass him by and jump over the plasma gate on the ground. Break the next floating box, and move to the green platform to bounce up into a Death Tornado. Bounce to the platform on the right. To your right is a pit. On the other side is a spiked shell. Wait for it to put up its metal shield, then jump the pit and onto it to destroy it.

Double-jump over the plasma gate, which is constantly on. Break the next checkpoint box and the two other boxes nearby. You encounter another shield robot next. Take it out and jump over the pit after it. Another enemy floats over a TNT box. Eliminate it when it's between you and the TNT box. Jump on the TNT box to trigger it. Continue right to enter an elevator that takes you farther into the level.

Bust the four boxes. Observe the spiked shell on the opposite side of the next pit. Jump onto the platform when it's green, and wait until it flashes red. As soon as it does, quickly jump over onto the enemy to take it down. Time your jump correctly with the red flash, and you land on the spiked shell when it's vulnerable in its metal shell.

Break three boxes floating above and one more on the right before reaching a pit with two color-changing platforms. As soon as they turn green, quickly jump across both of them to reach the other side of the pit. There you find another green platform, which bounces you up into a Death Tornado spin. Jump over the platform and trigger the TNT boxes. As soon as the first timer starts, get going to clear out of the area of explosion. Near the next platforms is the "?" platform. Take it to reach the bonus stage.

Bonus Stage

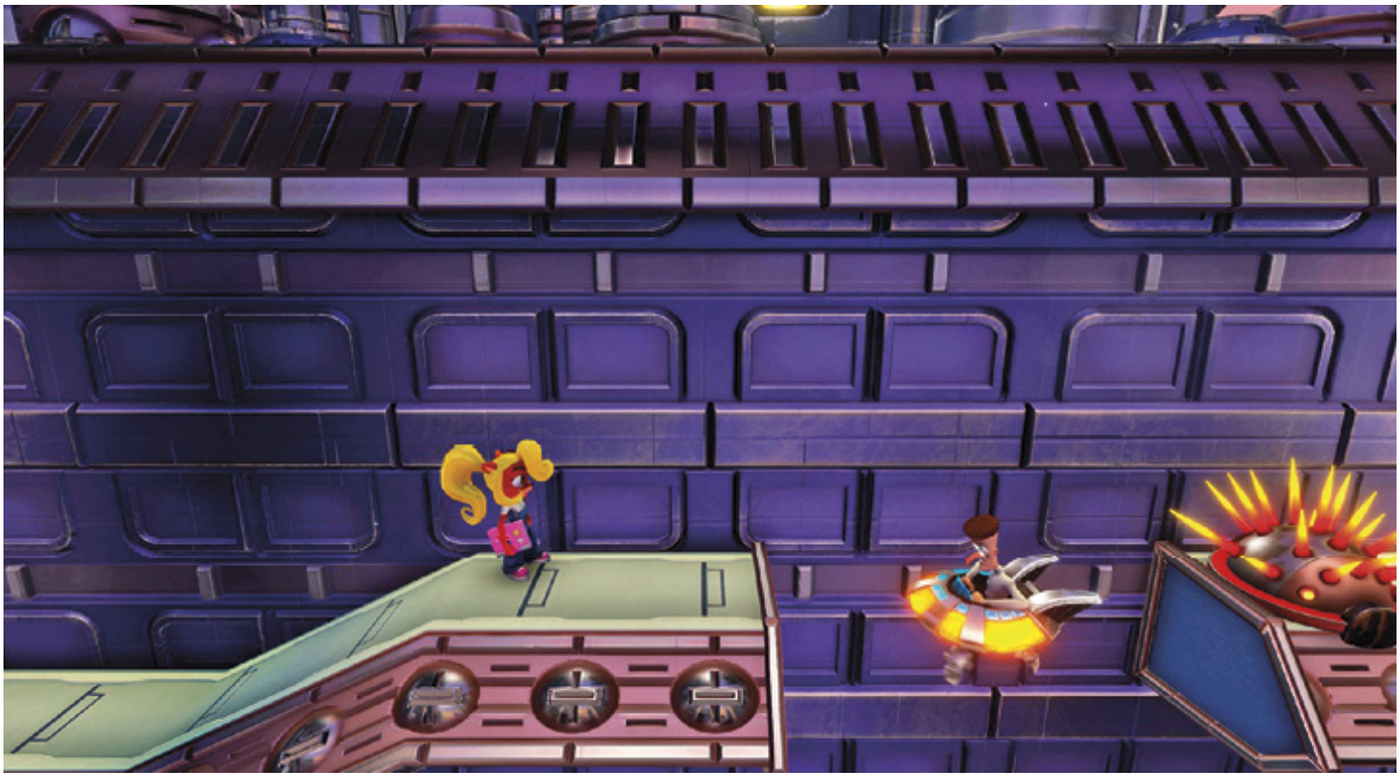
At the start of the stage, jump down to the platform on the right, then double-jump and spin to break one box above a group of iron boxes. Use Double Jump to reach the top of the iron boxes, and continue down on the right of them. Break the four boxes here and head right to come to a pit.

Cross the pit, double-jump up the iron boxes, and spin to break the two boxes above them. Continue right to reach a pit. Double-jump across. Upon landing, break the boxes here and jump up to the next group of iron boxes. Double-jump across the next wide pit, using Death Tornado to break as many of the floating boxes above it as you can. If you don't get them the first time, turn around and cross the pit again. Stand on the "?" platform to return to the level.

After exiting the bonus stage, jump onto the conveyor belt moving toward you. Wait for the UFO lab assistant to turn off his tractor beam, and move past him. Jump up to the platform on the right, breaking two boxes. Hop over the plasma gate on the floor and take down the spiked shell when he becomes vulnerable to your jump. Break the checkpoint box on the right.

On your right, three plasma gates shine above a conveyor belt. Crouch to get under them safely, and claim the crystal once you pass them. Jump over the pit to find a stack of three boxes—with a nitro box on bottom. So as not to blow yourself sky-high, jump onto the top two boxes, then get away before hitting the nitro.

Ride the elevator up to find another shield robot. Wait for it to float close to you, then jump and spin to destroy it before jumping the pit. Break the box and continue right to find another green platform that launches you into three boxes. When you land, hop onto the conveyor belt and jump up to break two boxes. Deal with the spiked shell and continue to reach another pit.



You reach a pit with a UFO lab assistant floating over it, plus a spiked shell on the other side. Wait for the spiked shell to pull in its spikes, then jump on top of the UFO and onto the spiked shell. Spin into the green “!” box to the right, and continue right to reach the end of the level.

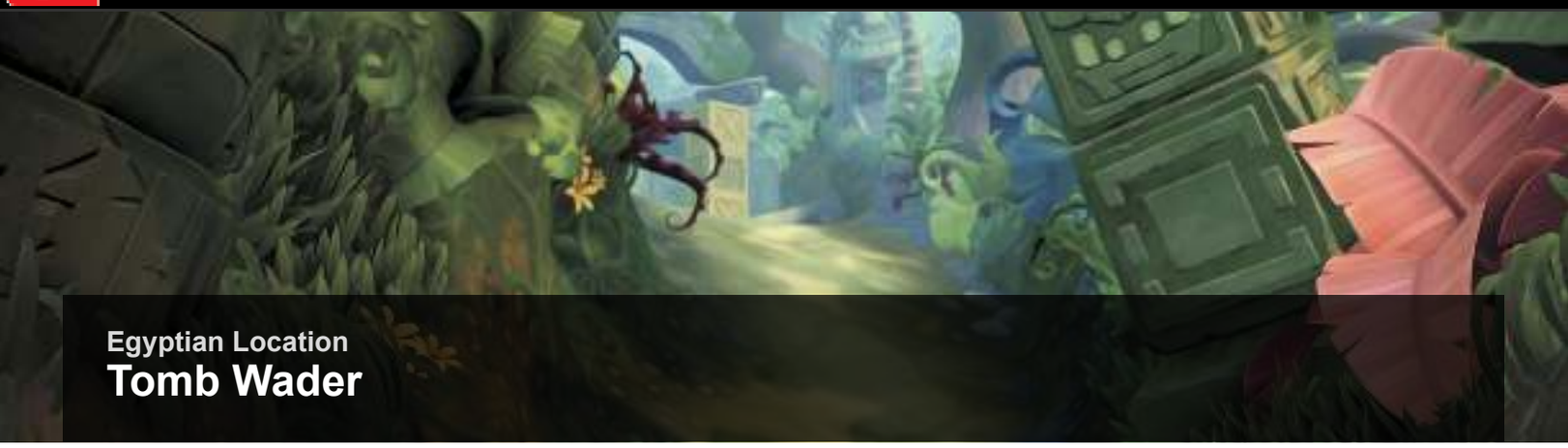
Time Trial

Time Requirements

Sapphire: 2:01:00

Gold: 1:34:00

Platinum: 1:19:62

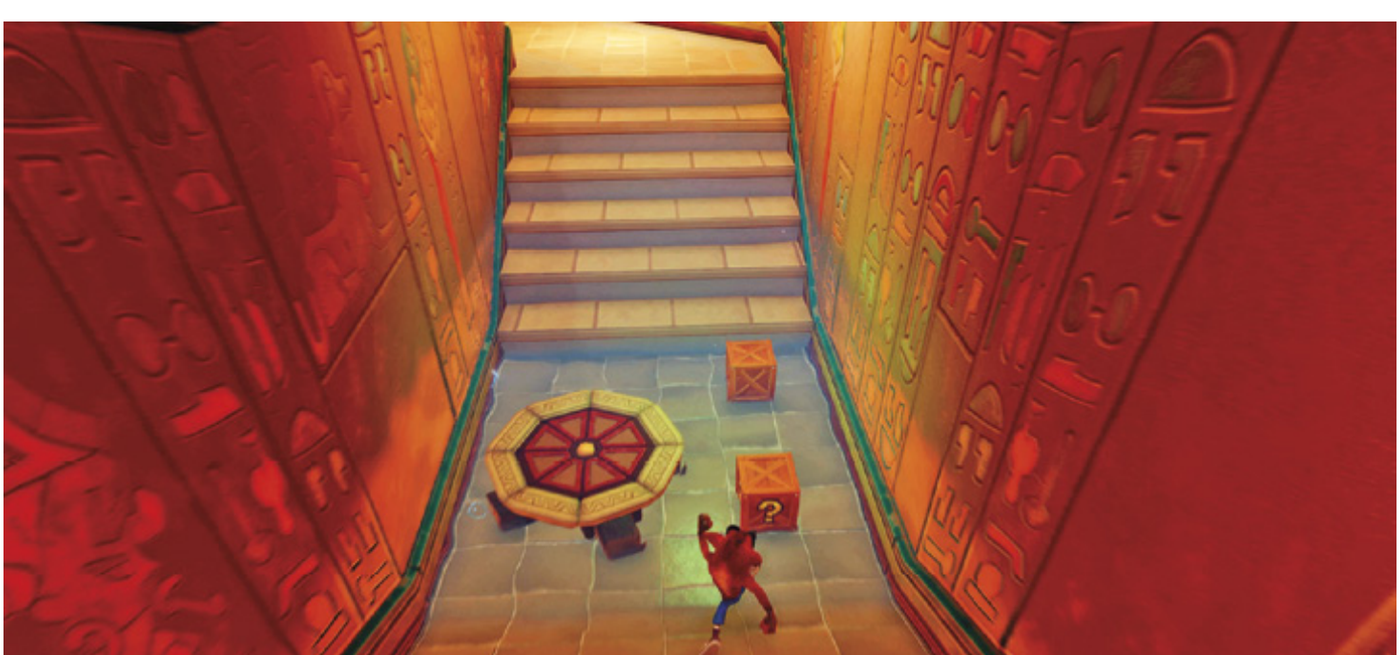


Egyptian Location

Tomb Wader

Rewards: Clear Gem—destroy all 88 boxes, one Blue Gem.

When you start the level, the first thing you see is a scarab beetle. Crush this bug by jumping on it, and jump over the pit to reach a wall blocking your path. Spin into the wheel on the ground to cause the wall to rise.



Pass under it quickly, as it doesn't stay up for long. Continue into a pool of water. Note the water level here; it fluctuates between high and low. When it's low, you can walk through it. When it's high, you lose your life if you venture in. Wait for it to recede, break the two boxes in it, and climb the stairs on the opposite side.

After climbing the stairs, you encounter a spiked mummy. These lab assistants are similar to the mummies you faced earlier, but this time they're still half inside their sarcophagi, which have protruding spikes! You can't take these guys out with spins. Instead, jump on their mummified heads to eliminate their threat. Break the two boxes after the spiked mummy to reach a partial wall jutting out from the left.

Be careful where you stand here. If you're in front of the partial wall, you're pushed into a nitro box to the right. Jump over the wall, or wait for it to retreat, then pass by. Break a box and wait for the water in the next pool to go down. Jump onto each of the TNT boxes, jump over the pit, and then jump up to the iron boxes. Wait for the water to recede again, then jump over the next pit and deal with the spiked mummy. Climb the stairs to make it out of the pool.

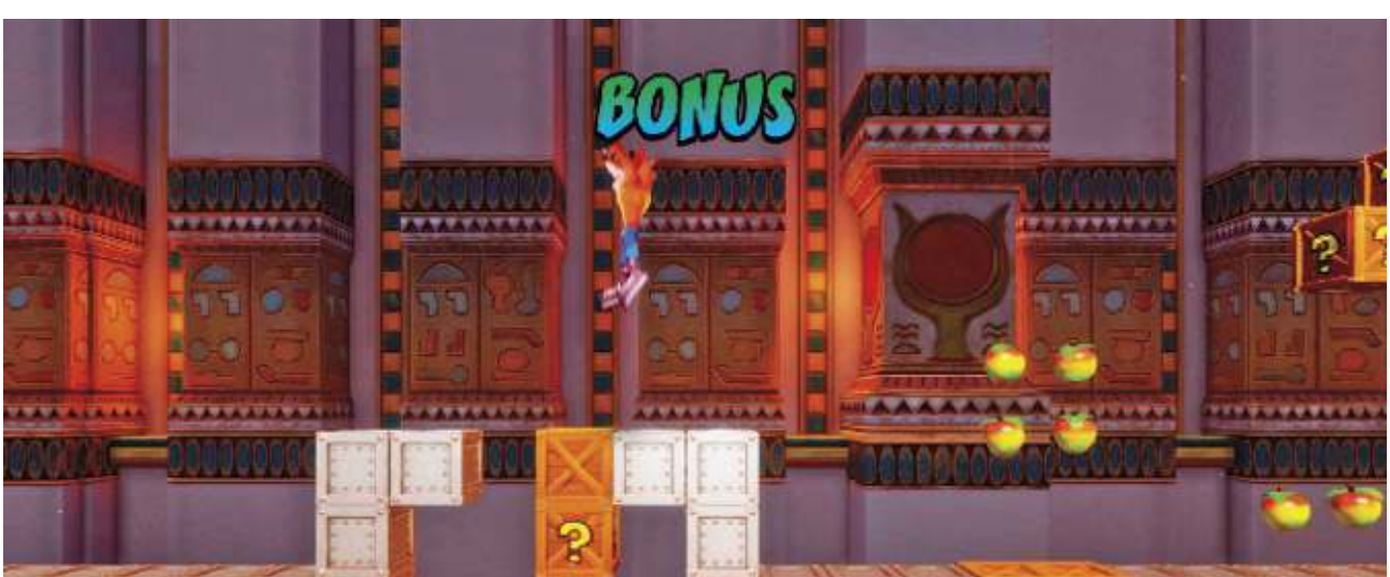
Here you face another new enemy—a shield carrier. Slide attack to take him out. Break open the checkpoint, then stand on the “?” platform to reach the bonus stage.

Bonus Stage

When you start the stage, you see a “!” box. Don’t hit it yet. Instead, double-jump onto the top of the box just underneath the wire-framed boxes. From there, bounce to the box on the left, then to the iron boxes underneath the “!” box. Now hit the “!” box to turn the wire-framed boxes into iron boxes. Follow them to the right.

Break four boxes and jump onto the iron boxes as they go up. Jump onto the four boxes in the pit, and bounce to the right when the last one breaks. Drop down to a level of iron boxes, and you reach another pit, similar to the one before.

Break the four boxes here, then look up to see two “?” boxes and a “!” box up and to the right. Double-jump into the two “?” boxes, but hold off on hitting the “!” box. Break the four boxes in the pit on the right and land on the iron boxes to the right. When you’re done, return to the “!” box. Slide and jump, or use the Death Tornado, to get back across the pit, and double-jump to pick up the “!” box.



This turns the wire-framed boxes into four boxes of nitro and a TNT box on top of one of the iron boxes to the right. Make your way back to the opposite end of the pit and jump on the TNT box, triggering not only it, but the nitro as well. Hop onto the “?” platform to return to the level.

After exiting the bonus stage, you reach another pool of water. When the water recedes, spin into the wheel to open the wall, then jump over the pit to the iron boxes. Break the Aku Aku box above you and wait for the water to recede once more. Forge ahead to find another scarab beetle. Deal with it and continue past the pit to break two boxes. Climb the stairs to come up out of the water.

Break the three boxes and pass the moving wall when it goes back in. Deal with the spiked mummy behind the wall to reach another pool. Wait for the water to lower, then break the first three boxes, jump over the pit, and take down the shield carrier before making your way to the iron boxes.

Jump onto the floating platform, then jump to break the box above. Wait for the water to recede, then jump over the pit and squash the scarab beetle. Avoid the nitro and climb the stairs to find a checkpoint box. To the left you see the Skull Platform. If you've made it this far in the level without losing a life, you can take it to the Skull Platform path.

Skull Platform Path

When the water lowers, jump to the floating platform and hit the “!” box above it. Jump left over the water and the nitro boxes to another platform. Hit another “!” box, which makes iron boxes appear. Wait for the water level to go down again, then jump onto the iron boxes, avoiding the nitro in the way.

Wait for the water level to finish rising and lowering again before you proceed. Take down the spiked mummy and the shield carrier. Make your way past the nitro on the left, jump over a pit, and jump to the top of the iron boxes.

Once the water goes down, make your way past the series of three walls going in and out. The first one and the last one move at the same time. Once you're past them, climb up the stairs. Wait for the water to go down in the next pool. Spin into the wooden wheel to move the wall blocking your path. Carefully jump over the nitro boxes and go under the wall. Jump the pit, then jump to the iron boxes and wait once more for the water to recede.

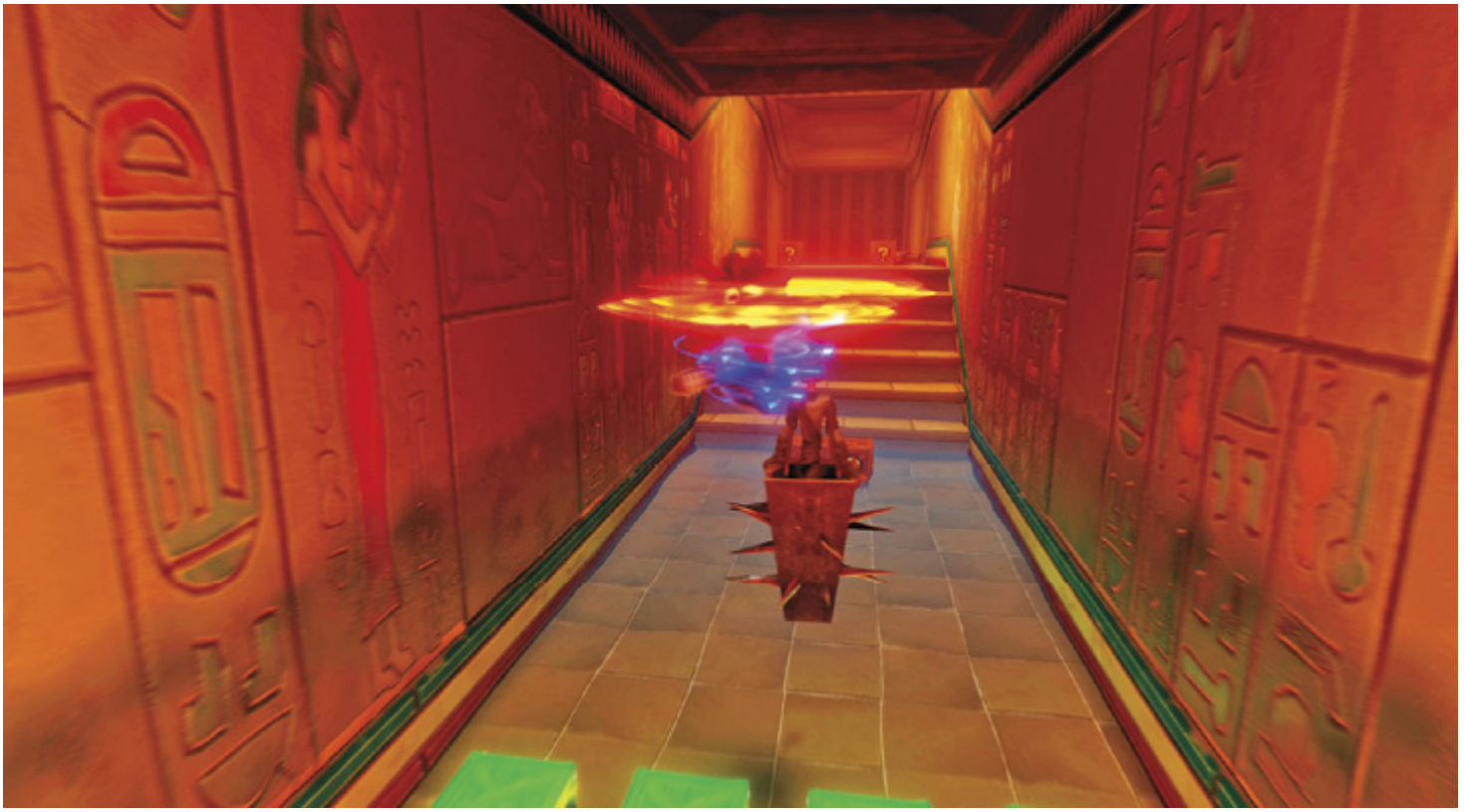
When you reach the next pit, jump over the platforms, avoiding the walls pushing over them. Make your way to the floating platform on the opposite side. Once the water recedes, spin into the wooden wheel to open the next wall. Jump the pit and proceed through the now-open wall. Head up the stairs and claim the Blue Gem before warping out of the level.

Wait for the water to go down, then hit the "!" box here. Spin into the wooden wheel on the left and pass through the wall that opens. Jump up onto the iron boxes and wait for the water to rise and then lower. Make your way past a couple of pits with walls that try to push you into them, and head up the stairs.

Collect the crystal at the head of the stairs and break four boxes. Enter the next pool when the water is low, jumping over the pit on the right, avoiding the moving wall. Take down the shield carrier here and jump onto the platform.

Once the water lowers again, squash the scarab beetle and keep left to avoid a pit. When it splits the whole path, jump over it and climb the stairs. Break three boxes before reaching and breaking the checkpoint box here.

When you reach the next pool, jump onto the floating platform while the water is low. Jump up to hit the “!” box and wait for the water to recede once more. Once that happens, wait for the shield carrier to be on the left side before you eliminate him, to avoid triggering the nitro.



Break three boxes and jump to the iron boxes. When the water is low, jump over the nitro boxes all in a line and deal with the spiked mummy. Break two boxes and head upstairs. Break two boxes here before reaching another pool. Once the water recedes, spin into the wooden wheel, break two more boxes, and go under the wall.

Jump to the platform and wait for the water to lower. Pass the first pit on the right, jump on the box of TNT, and break another box before jumping onto the next floating platform. When the water level lowers, forge ahead and jump onto the next platform. Past the leftmost floating platform is a wall that pushes out. Behind it are two nitro boxes. To the right you see a scarab beetle. When the water lowers, head right, kill the scarab beetle, and break the “!” box. If you’ve broken all of the boxes, claim the Clear Gem before warping out of the level.

Time Trial

Time Requirements

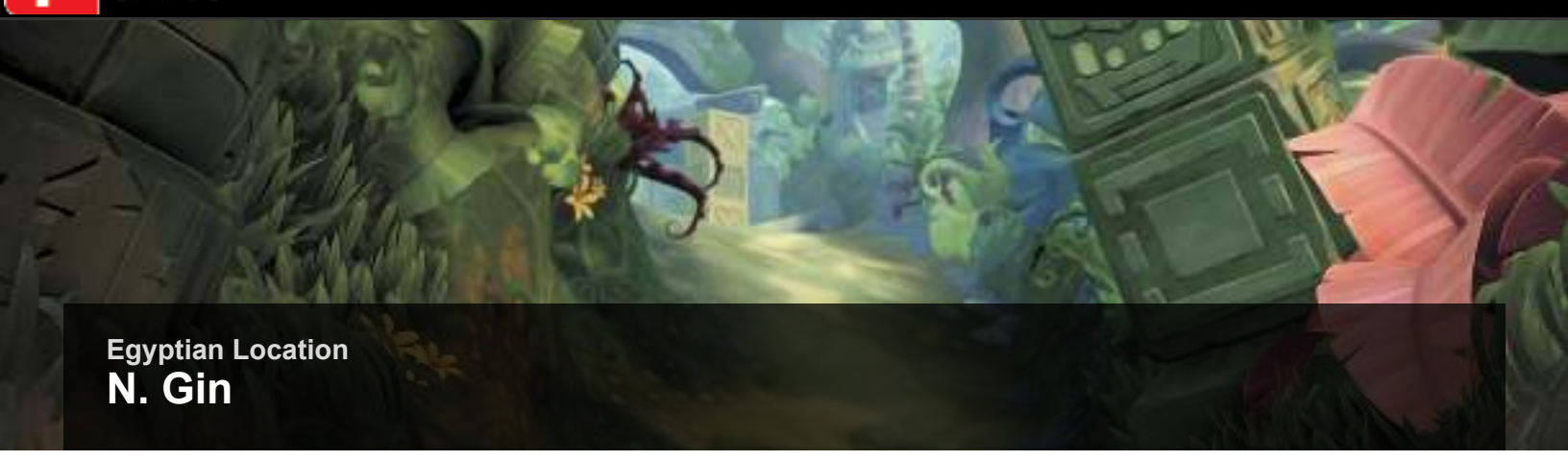
Sapphire: 2:44:00

Gold: 1:45:03

Platinum: 1:24:00

From the times listed here, it may seem like this is a generous time trial, but much of your time is eaten up by waiting for the water level to change, making this a very challenging trial. On top of that, there are few time boxes to help you out. When practicing, challenge yourself to see how far you can get before the water rises. While this is a dangerous game, often costing lives, it lets you push the limits.

Grab the three Aku Aku boxes to become invincible. Although this doesn’t protect you from drowning, it allows you to move through the last part of the level with speed. When you’re invincible, the water doesn’t go back up, giving you extra time to

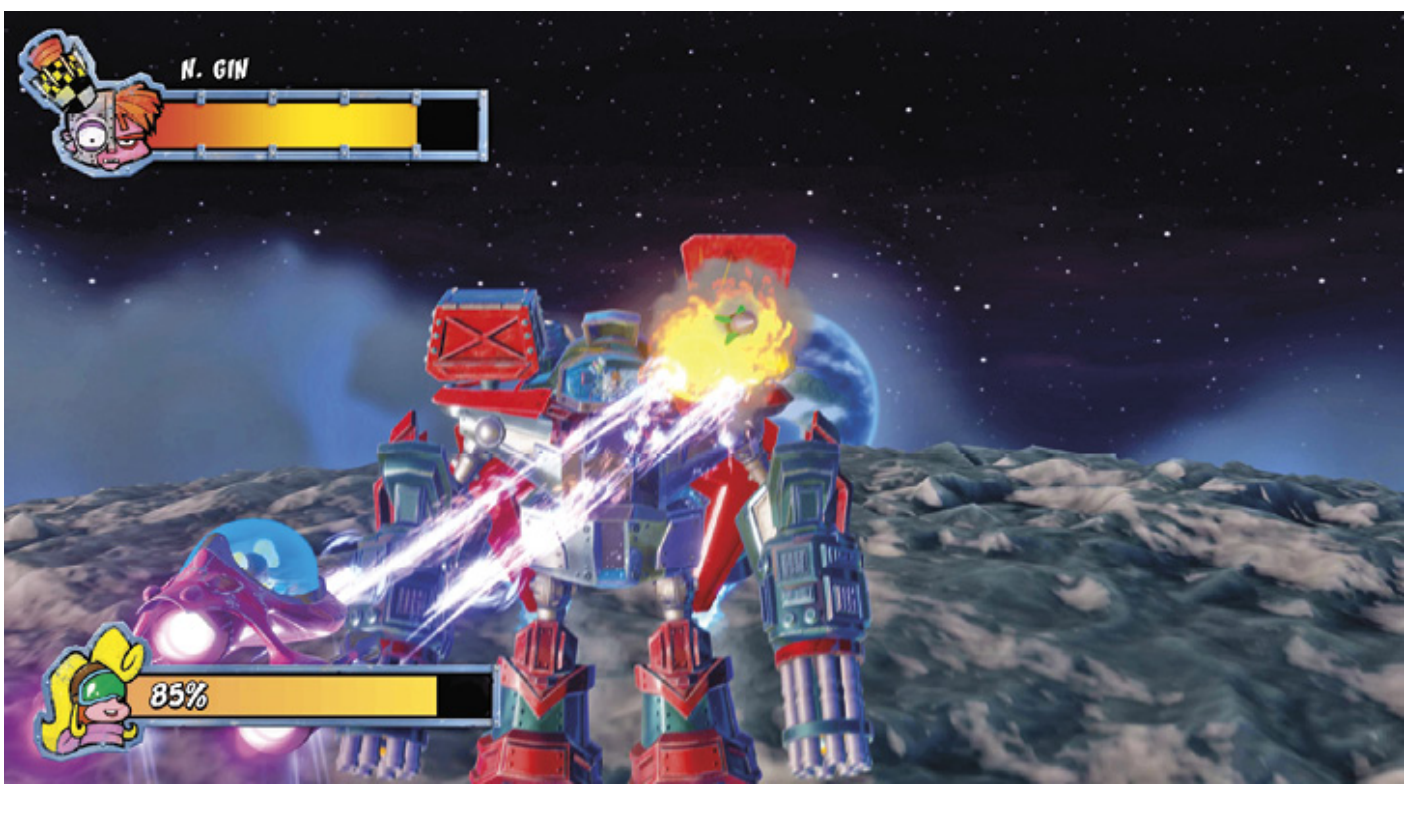


Egyptian Location

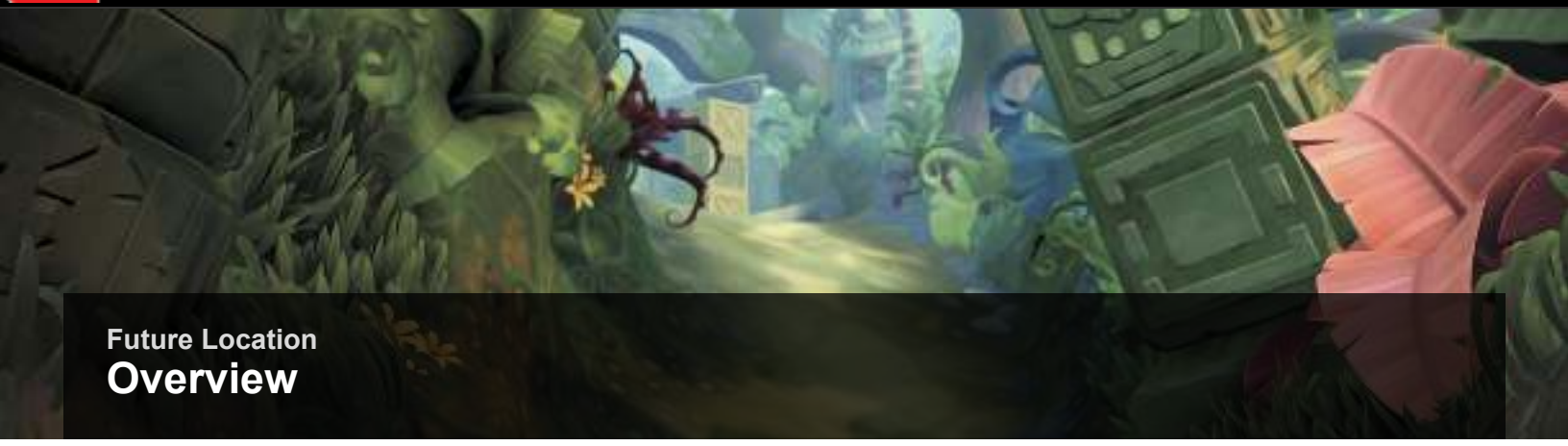
N. Gin

Coco gets her turn to face down a boss! As you might guess, Coco isn't on her own two feet, but instead mans a vehicle. This vehicle operates just like the airplane she flew previously (except there's no barrel roll).

N. Gin faces you in his advanced mech. This contraption has five points you need to damage: the guns on both of his arms, the glowing yellow spot on his belly, and both shoulder rockets. Begin by concentrating your fire on his stomach, since it's always exposed.



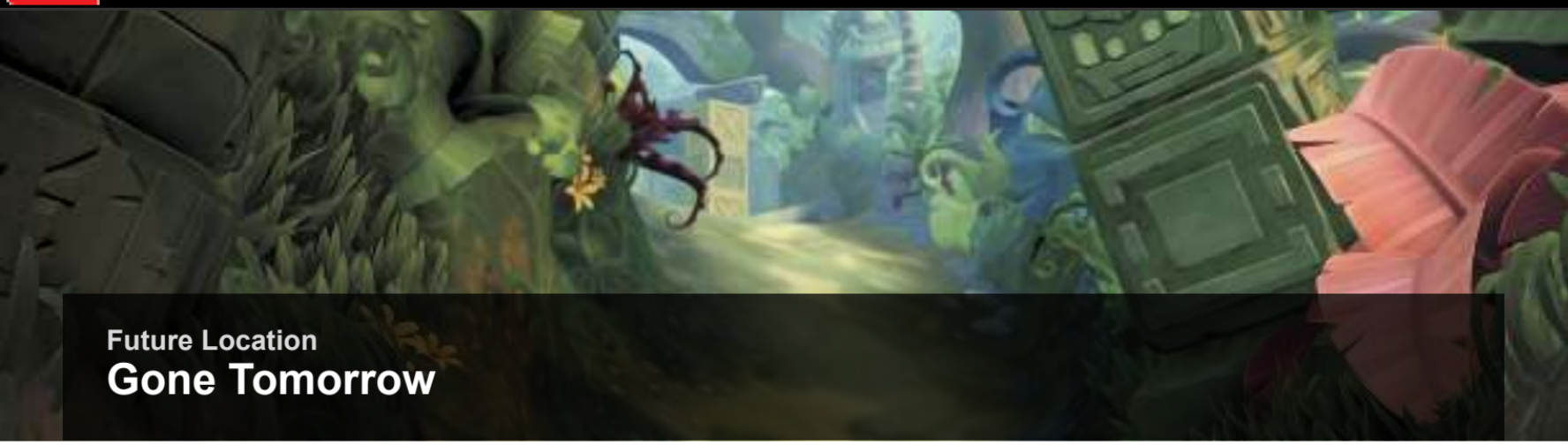
The same cannot be said for his guns and shoulder rockets, as you can only attack these spots when N. Gin uses them to open fire on you. In addition to hitting his vulnerable spots, you can shoot the rockets out of the air when he fires at you. Once you destroy any of the vulnerable spots, N. Gin can no longer attack you with that spot. Once you destroy all five spots, you face his second form.



Future Location

Overview

As Crash makes his way through the futuristic landscape you learn to deal with flying saucers, menancing robots, and other nasty surprises. You'll get another chance to hop on your hog for a desert race and to fly the not-too-friendly skies on your way to facing off against Dr. Neo Cortex himself!



Future Location

Gone Tomorrow

Rewards: 2 Clear Gems—destroy all 87 boxes.

When you start, a UFO lab assistant is waiting to beam you up! Wait for the beam to quit, and jump on his head, or just use the Fruit Bazooka. Jump a pit and head onto the conveyor belt. Break two boxes. Take down the next two shield robots with the Fruit Bazooka, then jump the pit to reach another conveyor belt.

Break three boxes and keep going to face a large robot blocking the entire path. When you get close, it fires its rockets at you. Avoid them and wait for the robot to flip and expose a large green button. Spin into this vulnerable spot, or hit it with the Fruit Bazooka.

Break the next stack of boxes, then take down the flying saucer nearby and the one across the pit ahead of you. Jump onto the conveyor belt and break the checkpoint box. Pass another conveyor belt and take down the large robot it holds as you did before. When you're finished with it, take out another shield robot with the very useful Fruit Bazooka.

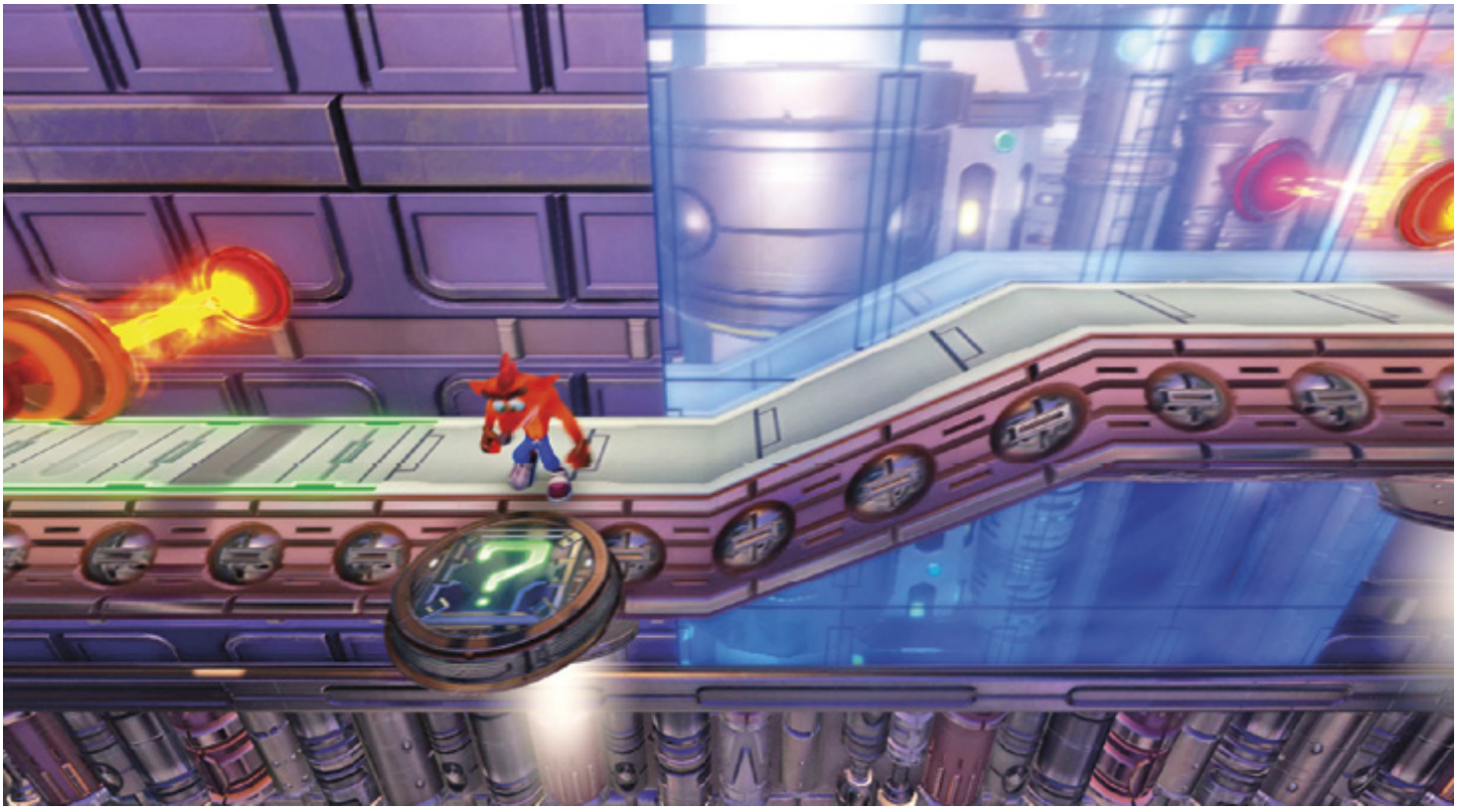
Head onto the small conveyor belt, and jump over the pit at the end to reach a small platform. Shoot another shield robot down, and use the bazooka to also break two boxes above the conveyor belt on the opposite side of the next pit.

Jump over the pit and onto the next conveyor belt. Pass the two plasma gates when they're off, and jump the pit at the end of the conveyor belt. Break the one regular box in between the four wire-framed boxes (more on them later). Jump onto the conveyor belt, take out the UFO with the bazooka, then run to the end of the conveyor belt. Jump over the pit and get on the platform past the last conveyor belt nearby.

Hit the "!" box to make the wire-framed boxes you passed earlier appear. Go back to break them. Afterward, come back, break the box next to the "!" box, and jump to the arrow box. Break the three boxes above it, but don't break the arrow box. You need it to reach the wire-framed box above it once it's triggered. Pass more wire-framed boxes, and take out the two shield robots with the Fruit Bazooka. Keep your bazooka at hand and use it to blast the "!" box floating to the right side of the platform, making two nearby wire-framed boxes appear. Do the same thing to the "!" box to the left of the platforms. Break the four boxes that appear, and jump over the pit in front of you. Climb onto the platform to continue.

Break the checkpoint box and go right. Grab the crystal on top of the conveyor belt and jump over the plasma gate to the right. Jump the next pit at the end of the belt and break the two boxes on the other side. Eliminate the shield robot with the Fruit Bazooka and jump the plasma gate to the right. Head up to the next platforms and continue right, past iron boxes that lead you across a pit.

On the opposite side is a spiked shell. Wait for the spikes to retract, and jump on its head. Break the boxes and trigger the TNT box. To the right is a pit with a group of iron boxes creating a path. Above and below the iron boxes is a group of boxes, and careful planning is required to get them all. Destroy the two regular boxes flanking a TNT box just above the iron boxes, but don't trigger the TNT yet, as you'll want it later. To make the wire-framed boxes underneath appear, you need to take the Green Gem path later in the level.



Leaving the TNT box intact, jump on the next conveyor belt, take down the shield robot, and press the Crouch button to go under a plasma gate. Take the “?” platform to the bonus stage.

Bonus Stage

Jump onto the iron boxes in the pit, and note the TNT box above them and the “!” box below them. Trigger the TNT to hit the “!” box, then run across the iron boxes. You soon see a similar configuration, but instead of the more Bandicoot-friendly TNT, there’s a nitro box.

Pull out the trusty Fruit Bazooka again and shoot the nitro box from a safe distance, then jump down onto the iron boxes. Make your way across them, and jump to the next set of iron boxes to the right. Break the boxes, claiming the extra life, and use the Fruit Bazooka to hit the “!” box above the wire-framed boxes to the right.

Jump onto the iron boxes now available and run across them. When you reach the pit at the end, shoot the nitro boxes you see on the platform up and to the right. When the nitro is gone, jump onto the platform and then over the pit to the next platform. Break the boxes, and step on the “?” platform to return to the level.

When returning to the main level, take down the UFO and jump over the plasma gate behind him. Break the checkpoint box before continuing. To the right are five boxes; break them and use the iron arrow boxes to bounce to the next platform. Deal with the spiked shell here when the spikes retract, and continue to the conveyor belt to the right. Break the two boxes above it, then eliminate another spiked shell. Notice the wire-framed platform to the side. If you have the Green Gem, earned from completing the Skull Platform Death Route in Flaming Passion, take this platform to the Green Gem path.

Green Gem Path

Pull out your Fruit Bazooka to start this path off right! Take down the shield robot floating over the conveyor belt on the opposite side of the pit. Jump over the pit and onto the conveyor belt.

At the end of the conveyor belt, jump over the pit and onto a platform. Break the boxes and trigger the TNT box. Continue until you see a set of plasma gates in front of a pit. When the beams turn off, jump over the pit and onto the conveyor belt on the other side. Here you see another pit with two more plasma gates. Once again, wait until they're off, then jump over the pit, but avoid the shield robot.

Note the large robot on the other side of the pit. Approach and wait for it to fire off its three rockets, then jump over the pit. Spin into it to take it out once it flips over, exposing the green button. Break the next four boxes, and use the bazooka to eliminate a shield robot.

Watch the next set of plasma gates. When they turn off, jump the pit and land on the platform. Pass the plasma gates and break four more boxes. Take out the Fruit Bazooka again and take down the UFO across the pit. When the plasma gates turn off, jump over the pit and continue along the conveyor belt. Collect the Clear Gem on the platform and walk up the slope. Spin into the “!” box and wait on the Green Gem Platform to return to the level.

You don’t return to where you left. You’re now back to where you encountered the first arrow box that we told you not to break. Since you didn’t break it (Right? You didn’t break it, did you?), jump on the arrow box to reach the no-longer-wire-framed box above it. Break it, then break the arrow box. Continue through the level until you reach the spot where we told you to leave the TNT box. Break the box between the iron boxes and the TNT, then trigger the TNT to break the two boxes below it. You can now continue the level.

Forge ahead to find a shield robot and a spiked shell. Take them both down and head right, eventually reaching a pit with a box in it. Use the Fruit Bazooka to hit the spiked shell. When it flips over, double-jump over the pit and finish off the enemy when you land. Take the platform at the end of the path.

Break three boxes and use the bazooka to eliminate a UFO above the conveyor belt. Note the plasma gates above the conveyor belt. When they're off, go past them and jump the pit at the conveyor belt's end. Take out the spiked shell and break the three boxes. Jump over the pit and onto a conveyor belt. Take down the large rocket-firing robot to reach the end of the level.

Time Trial

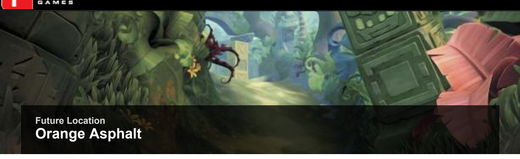
Time Requirements

Sapphire: 2:05:00

Gold: 1:25:60

Platinum: 1:02:10

The time allotment for sapphire is generous, but claiming the gold or above really takes some practice. Break as many time boxes as you can, when they’re on the path. This level also offers a total of four Aku Aku boxes, meaning you can become invincible twice. This, as well as spinning around the rocket-firing robots instead of engaging them, is key to shaving off enough time to get the gold!



Future Location
Orange Asphalt

Rewards: Clear Gem—destroy all 20 boxes.

To earn the crystal here, you need to come in first place against the other eight racers! Start your motorcycle off in the left lane to break the first two boxes. Note the police car ahead. Unlike the police vehicles you've seen in other races, this one moves left and right across the path. Keep an eye on it and pass by before heading right to avoid a pit. After that, take the left ramp to break a box floating above it, and watch out for the next moving police car.

Avoid the police car, then get in the left lane quickly to hit the speed boost. Break the two boxes right after. Switch to the left lane to break two boxes, and watch out for the next moving police car. Just past it, veer into the right lane to avoid the signs. Once you're past, enter the left lane to avoid another batch of signs. Break the next two boxes in the left lane, just before two sharp turns.

Take either of the two ramps, but hit the left lane after landing to score a speed boost. Take the jump in the middle of the road to avoid driving headlong into a pit. Land in the right lane to break a box. Pass two moving police cars and get in the right lane to bust the next two boxes. Steer left to avoid some signs, and then back right to avoid another batch. Grab the speed boost just behind them. Avoid the moving police car, and take the ramp to break the box above it in the air.

Land in the middle of the road to hit another ramp. This lets you miss signs blocking the entire road, and sets you up to break a box. Pass the next moving police car on the left, avoiding the pit behind it to the right. Use the same tactic to avoid another police car, then make your way past the pit in the right lane. Ignore the next ramp in the middle of the road and take the speed boost behind it. Move to the left lane to take advantage of another speed boost. Avoid the next police car, and enter the right lane to eventually reach another speed boost. Afterward, steer into the left lane and take a ramp to clear a pit, landing on a box.

Take the next speed boost in the middle of the road, then take the ramp. Break the three boxes in the air as you sail over police cars and a pit. After you land, continue on to see two more sets of speed boosts and ramps. Take the one on the left to break a box. Once you land, you face the same setup. This time, take the right to break a box.

After landing, hit the middle of the road to take the speed boost over the ramp, clearing a pit. Roll on to claim the Clear Gem if you've gotten all the boxes. If you claim first place, you earn a crystal.

Time Trial

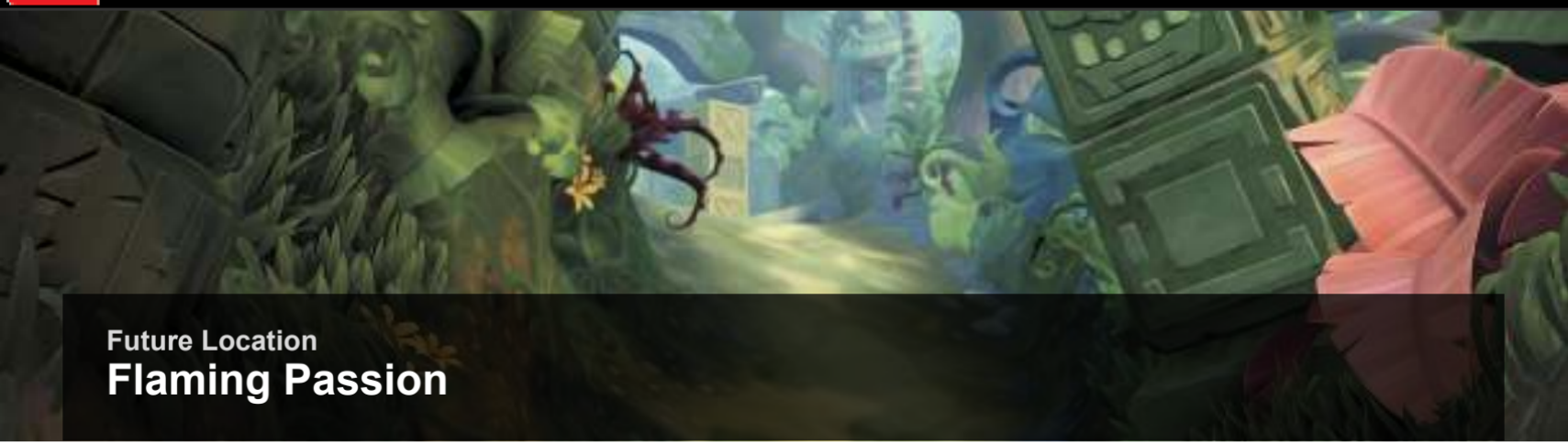
Time Requirements

Sapphire: 1:38:00

Gold: 1:33:30

Platinum: 1:23:80

Race hard, like you're going for first place, and you've got the right idea for this time trial. Take any and all speed boosts and break time boxes when you can, but don't slow down to do it.



Future Location

Flaming Passion

Rewards: Clear Gem—destroy all 75 boxes. Green Gem—get through the level without losing a life, and through the Skull Platform Death Route.

Here's another level where your Fruit Bazooka comes in handy! Walk forward and jump to the roof. Break two boxes here, and use the bazooka to kill the sword-wielding enemy. Jump over the pit, onto the carpet. Bounce from the rug to the platforms on the other side of the pit. Cross these platforms and jump over the pit, onto the carpet. Bounce from the rug to the next roof.

An enemy on the left wall throws explosives in your path. Give him a taste of the Fruit Bazooka to stop that rude behavior. Keep your weapon ready, and use it to blast the sword-wielding enemy. Break the two boxes here, then proceed until you pass the area where the enemy was lobbing explosives.

Break two boxes and head right. Jump onto the moving carpet over the pit when it gets close enough, and ride it to the right, over the pit. On the other side is an enemy tossing explosives. Take him down with the Fruit Bazooka before leaving the safety of your carpet.

Jump over to the platforms to the right and break two more boxes. When you come to a pit with two rugs moving in circles around it, use your bazooka to take out the pot-carrying enemy on the other side, then jump onto one of the flying carpets. Jump off when it reaches the opposite side of the pit.

Break the checkpoint and get ready to blow something up! Take down the explosive-tossing enemies in the windows to the left and right. Jump on the flying carpet moving in circles over the pit. Give another explosive-throwing enemy the bazooka treatment. Jump to the platforms and once again use your faithful bazooka, this time to break two boxes under two boxes of TNT.

Use the iron arrow box to reach the nearby roof. Break the box and head right to claim the crystal near the pit. Two carpets move up and down in this pit. Use them to reach the other side. Bazooka another enemy tossing explosives, and break the next three boxes. Use the carpet in the pit to the right to cross it, and use the bazooka to bust three boxes, which are near some TNT. Set off the TNT and break the checkpoint box.

Use the iron arrow boxes to the right to reach a small area above. Use the Fruit Bazooka to take down the sword-wielding enemy on the nearby balcony. Jump onto the rug moving up and down to the left. Take out the enemy tossing explosives, and bounce on the rug under his window.

Approach the next platform and use the left rug to bounce. Double-jump at the top of the bounce to reach the roof in front of you. Avoid the platform where an enemy is tossing explosives. Break six boxes to reach the Skull Platform Death Route. If you make it to this point in the level without losing any lives, you can take the platform.

Skull Platform

Head right to jump over the first pit. Continue right and drop to the wood platform to the right. A knife-throwing enemy is just off-screen to the right. Head right, jumping over any knives, and vault over the pit. Eliminate the knife thrower. When you reach a pit with a rug, take out the enemies on the other side with the Fruit Bazooka and jump onto the rug in the pit.

From there, jump to the platforms on the other side of the pit before reaching yet another pit containing a rug. Bounce from that rug to the platforms on the other side of the pit. Continue ahead and spin into the iron checkpoint box.

On the left is another pit with a flying carpet. Jump onto that carpet and from it to the roof on the left. Use the bazooka to take out the enemy throwing explosives, then drop onto the wooden platforms to the left. Jump over knives if necessary, and deal with the enemy throwing them.

Forge ahead to reach a pit with enemies on the other side lobbing explosives. Take them out with the bazooka and jump on the rug in the pit. Jump across the pit and follow the path. When it turns right, jump down to the roof. Drop to the wood platforms on the right. Dodge the knives being lobbed at you. Cross the pit using the rug inside it to reach the knife thrower. Once you deal with him, claim the Green Gem and jump on the Skull Platform to return to the level.

Jump over the pit onto the rug and bounce up to the roof. Break a box, then jump onto a carpet over the pit. Pull out your trusty Fruit Bazooka to take down the enemy on the other side of the pit before jumping off there. Bust eight boxes and head left.

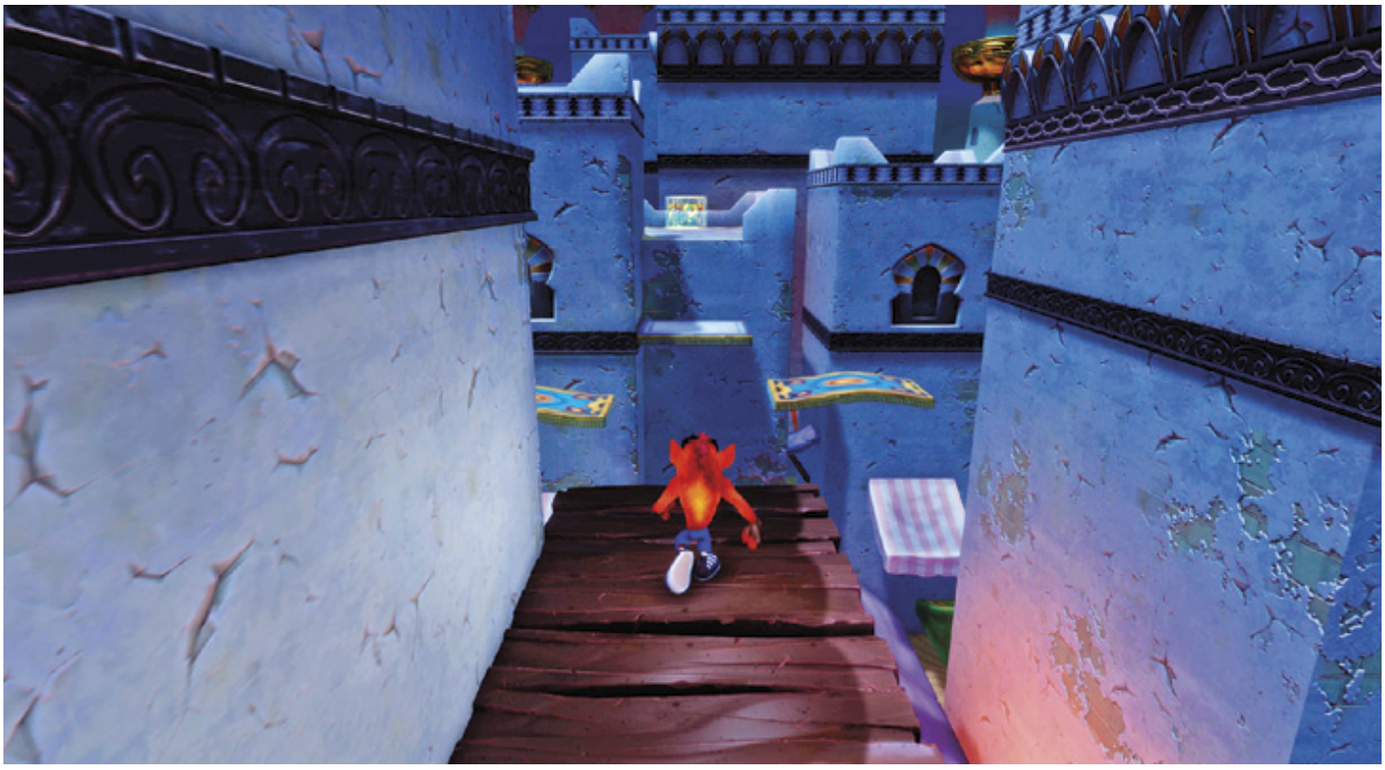
Jump onto the moving carpet in this next pit, and use the bazooka to take out another sword-wielding foe. Jump off and break the checkpoint box on the other side of the pit. Eliminate the enemy on the left, then hop over a small pit, landing on a rug. Jump up to the carpet above and ride it to the left to reach a rooftop. Break the four boxes on the roof and take the “?” platform to the bonus stage.

Bonus Stage

To your right is a pit. Jump it and land down on the platform. Shoot the nitro boxes to your right with the bazooka—from a safe distance, of course. Cross the platform to reach another pit. Double-jump to another platform and spin to break the box on the side, just before landing.

Stand at the edge of the platform, and shoot the nitro with the bazooka before crossing the platform. Drop to the next platform and break five boxes. Head right and jump onto the arrow boxes to break the six boxes above them. Continue to the right side of the pit. From there, use the bazooka to destroy the five arrow boxes. Shoot the nitro you see above you to the right, then jump over the iron arrow box and break three more boxes. Take the “?” platform to return to the level.

Walk forward to reach a pit, use your bazooka to take out the enemy on the left throwing explosives, and use the bazooka again to eliminate the pot-carrying enemy across the pit. Jump the pit and break two boxes. When you see two pits separated by a small platform, use your bazooka to take down the enemy throwing explosives onto that platform.



Back up a bit and use the Fruit Bazooka to break a box above one of the pits. Jump over the two pits to reach a larger pit with two flying carpets moving in circles. Jump onto one of them, ride it to the other side, and bounce to the nearby roof to claim the Clear Gem and end the level.

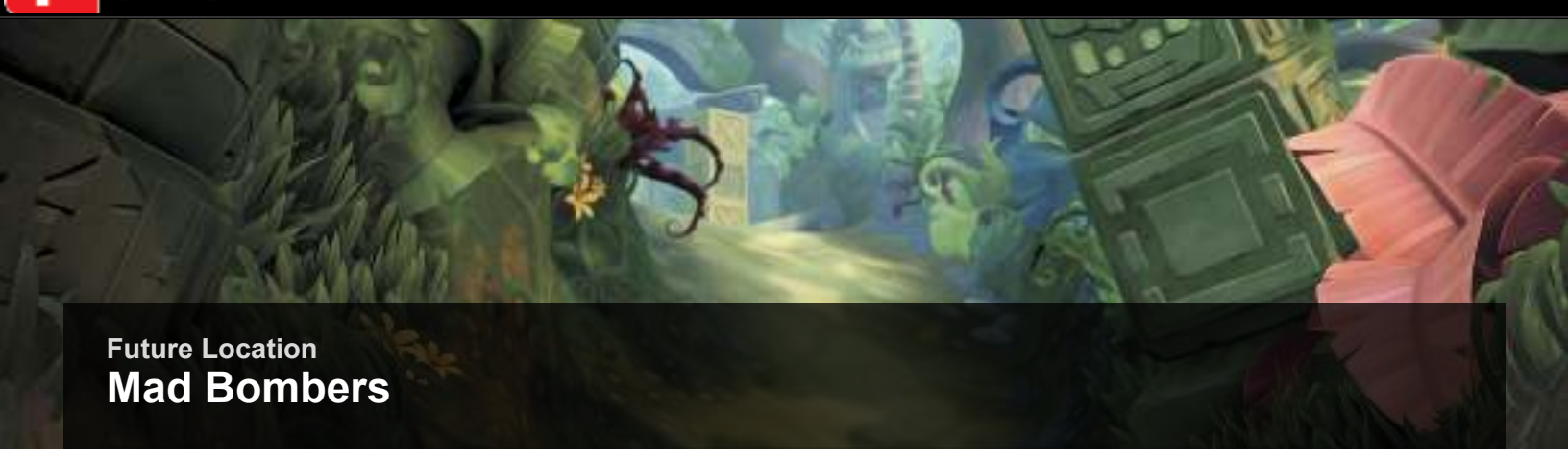
Time Trial

Time Requirements

Sapphire: 1:43:00

Gold: 1:13:10

Platinum: 0:59:40



Future Location
Mad Bombers

Rewards: Clear Gem—destroy all 11 boxes.

This time, Crash gets to fly the plane! You must shoot down five large red bombers by shooting two engines on each—one on each wing—until they explode.

As before, to break the boxes, you can shoot either the box itself or the balloon it's tethered to. Some of the balloons are white with red crosses; these give you health. This is useful because you'll be taking fire from enemy planes while eliminating the bombers. You can shoot these enemies down, but they just keep coming.

Make sure you bust all 11 boxes to earn the Clear Gem before taking out the last bomber. Once you take down the fifth bomber, you earn the crystal and the level ends.

Time Trial

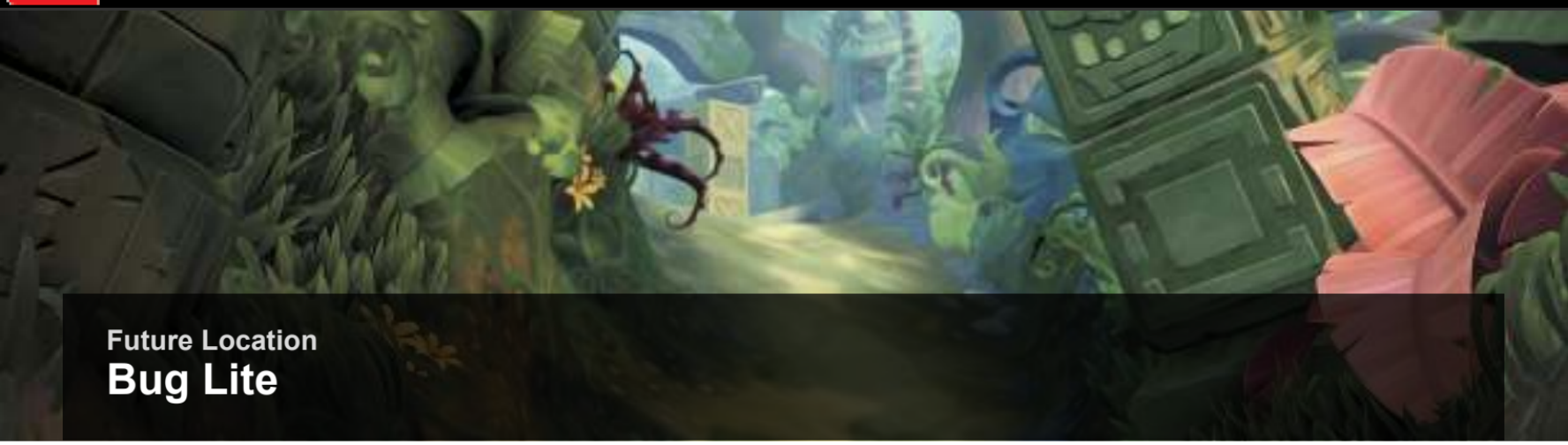
Time Requirements

Sapphire: 2:18:00

Gold: 1:15:23

Platinum: 0:58:13

While it may seem simple, this is a challenging time trial. Follow the yellow arrow at the top of the screen to fly to the closest bomber and shoot it down. Start firing as soon as it's in range. Unfortunately, you can't ignore the enemy planes while going for the bombers, or they'll blast you out of the sky fairly quickly. If one gets close, take it down.



Future Location

Bug Lite

Rewards: 2 Clear Gems—destroy all 120 boxes.

This level is dark—too dark to navigate without a light source, that's for sure. Luckily, the tomb contains friendly fireflies that follow you for a while before flying away. Every time you see one, approach it to get it to follow you. You must make it to the next one before your current firefly decides to fly away, or you find yourself trapped in the dark!

Head out and kill the snake slithering across the path. Walk on the right side of the path to avoid a pit until it crosses the whole path. On the other side you see a snake on a platform, with another pit behind it. That pit has a crocodile jumping in and out of it. Use the bazooka to take out the snake and the other enemy.

Jump onto the platform and over the pit, landing on the left of the path. Pass a pit on the right and break five boxes. Jump over another pit when it blocks the path. Break the boxes and jump on the TNT to trigger it. Take down the jumping crocodile in the pit with the Fruit Bazooka, as well as the snake on the other side. Jump over the pit and forge ahead until you reach another pit, this time with four red platforms.

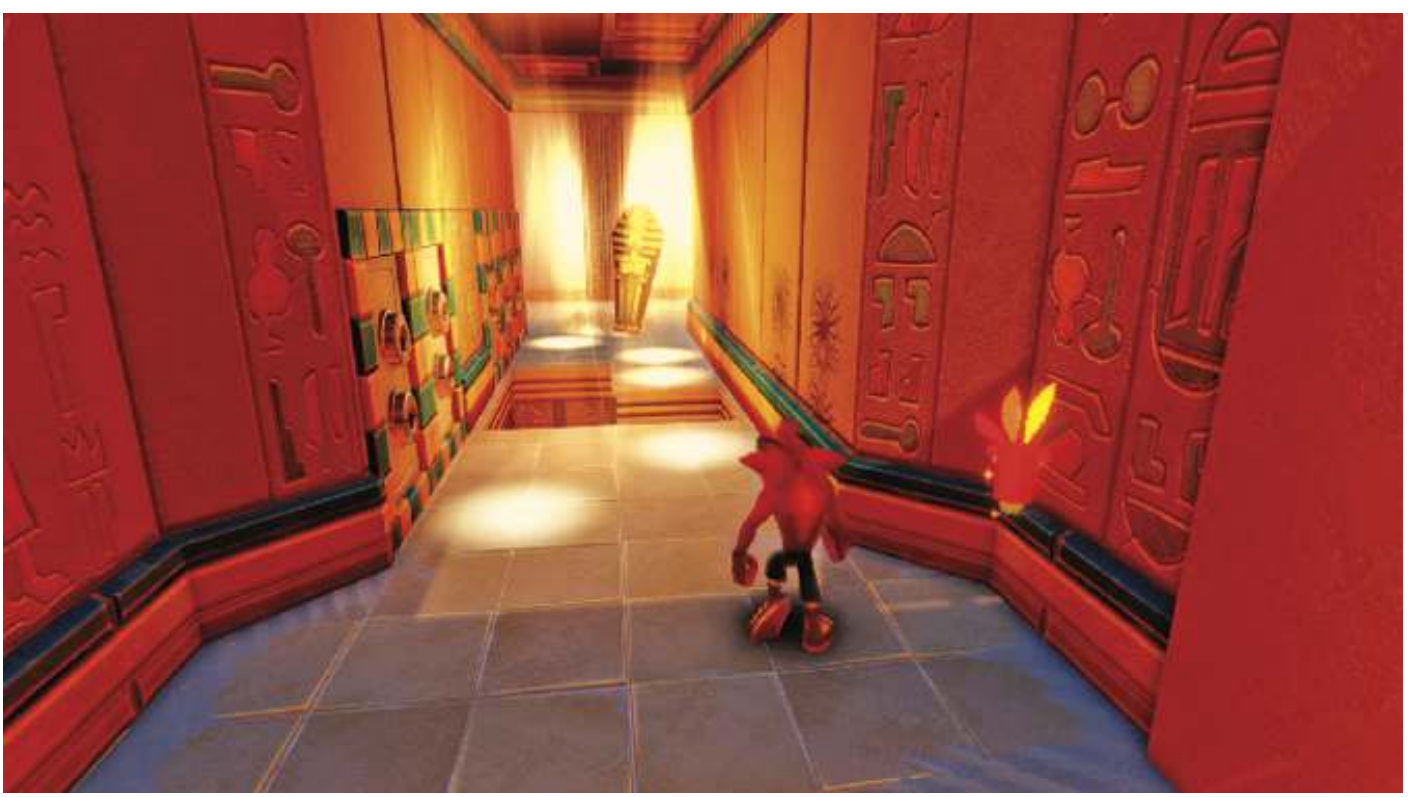
Quickly jump across the red platforms, which begin to fall when you touch them. Break three boxes and the checkpoint box to reach the first firefly. Keep left as you follow the slope down. Once you reach bottom, you see a pit to the right and two rays of light shining from the ceiling. As a reminder, if you touch the light rays, you trigger a barrage of arrows, so steer clear.

Jump past them and break two boxes. Take down the spiked mummy by jumping on its head. Avoid the upcoming pit on the left, then jump over it when it crosses the path, breaking the box on the opposite side. Don't grab the next firefly yet, assuming you still have light. Use the Fruit Bazooka to break the boxes you see when the opening and closing walls open. Afterward, wait for the walls to open, then approach the firefly.

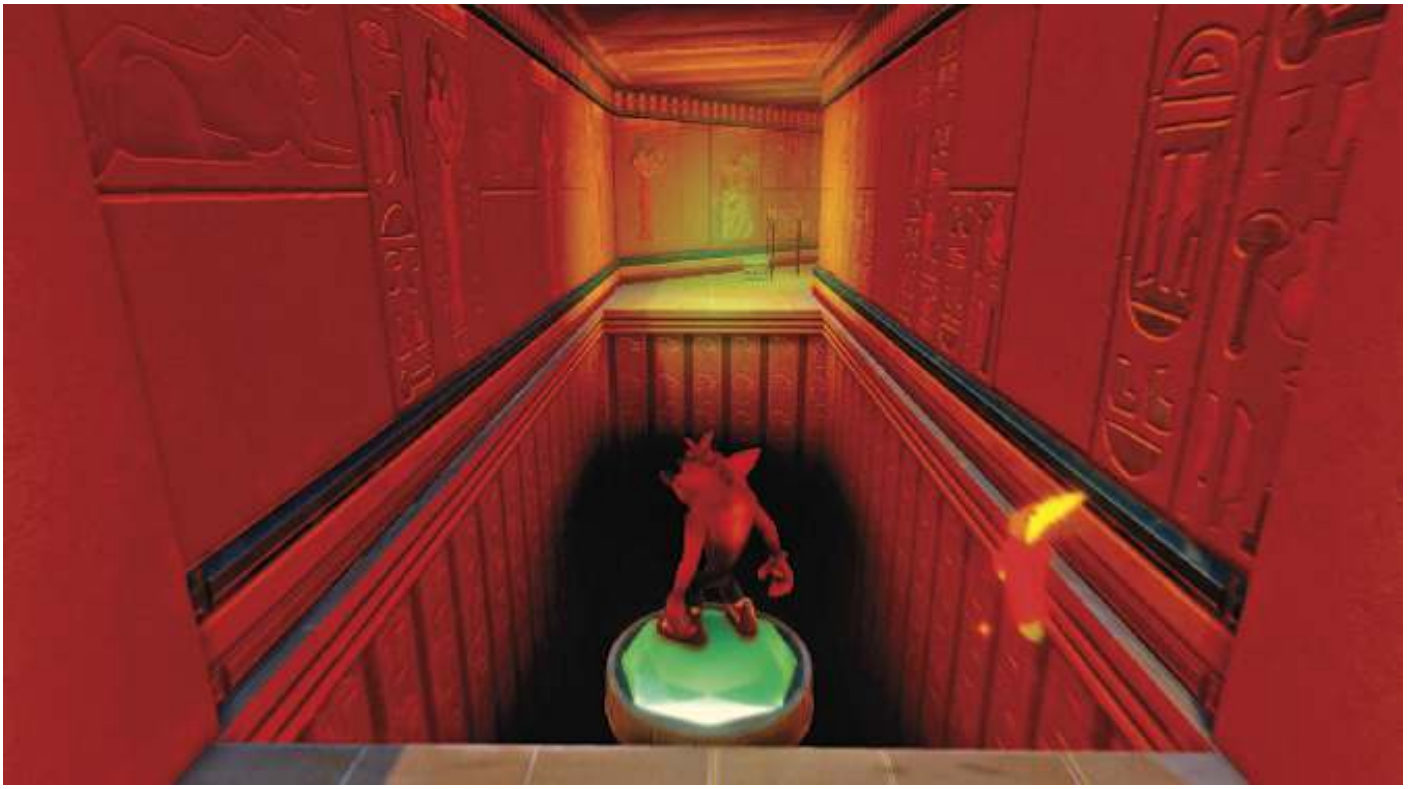
Go through the open walls and jump over the iron boxes. Quickly cross the red platforms over the pit before they plunge you to your doom. Break the boxes here before reaching another pit. Jump it and climb the stairs. Take out the sarcophagus mummy, or avoid it if you want, and climb another set of stairs. Pass the wall when it opens, and break the box. If you have the Blue Gem, earned from the Skull Platform Death Route in Tomb Wader, take the Blue Gem Platform here. However, the blue section is only the beginning of this multicolored gem path. To complete it, you need not only the Blue Gem, but also the Green Gem, the Purple Gem, the Yellow Gem, and the Red Gem. Until you have all of these, bypass this gem path.

Multicolored Gem Path

Luckily, the gem path is well-lit, so you don't have to depend on your firefly friends here. Climb the stair to find a pit at the top. Jump over the pit to land in the rays of light. Immediately double-jump and use Death Tornado to stay above the arrows coming from the wall on the left.



Drop to the ground, walk around the first set of light rays, and jump around the second set, landing back on the path. Jump over the pit to see three more rays of light. Run past the first one and keep against the wall, avoiding the other two. Run past the wall when it opens. The path narrows, and you see two more rays of light. Carefully run between them.



Slide and jump over the L-shaped pit on the left to land on the other side. Take down the sarcophagus mummy and carefully weave between the rays of light to avoid triggering the arrows. Go through the open wall to reach the Green Gem Platform, which takes you across a large pit.

Watch out for spear traps coming out of the ground, plus lots of nitro in this section of the path. Exit the platform and move until you see the first spear trap with a big batch of nitro to the left. Use the bazooka to blow them up, then to shoot two more nitro boxes past the spears. Pass the spears by hugging the wall to find another set of spears in front of a pit. Hug the wall again to avoid the spears and reach the pit.

Before crossing it, use the bazooka to take out the four nitro boxes. Jump the pit and keep to the wall to pass the two sets of spears. Watch out for another set of spears as you come around the corner, with a box of nitro on each side. Hit them with the bazooka, then hug the wall again to avoid the spears. Pass the wall when it opens to reach the Purple Gem Platform, which takes you across another large pit.

Head left to see a moving platform over the pit to your left. Ride it across the pit. Quickly run across the red platforms before they can plunge you into the abyss, and reach a moving platform. Ride it left to reach another moving platform. From there, make your way to the next platform, avoiding the spear trap when you do. Cross this platform and jump over a small pit, onto green platforms. Use the bazooka to take out the sarcophagus mummy you see on the red platforms.

Take the platform moving left and right across the pit to the left. When it approaches the red platforms, jump onto them and then to the moving platform. Ride this to the left, and jump off onto another solid platform. Ride the Yellow Gem Platform across the pit.

Climb the stairs and take out the spiked mummy, the first of many here. You can either eliminate them or move past them. Jump over the pit, then over the next one. Pass the next pit and jump over the next one, always avoiding the enemies. Climb aboard the Red Gem Platform. Move along to reach the Clear Gem. Jump onto the red platform and quickly jump off to the other side of the pit to reach the exit.

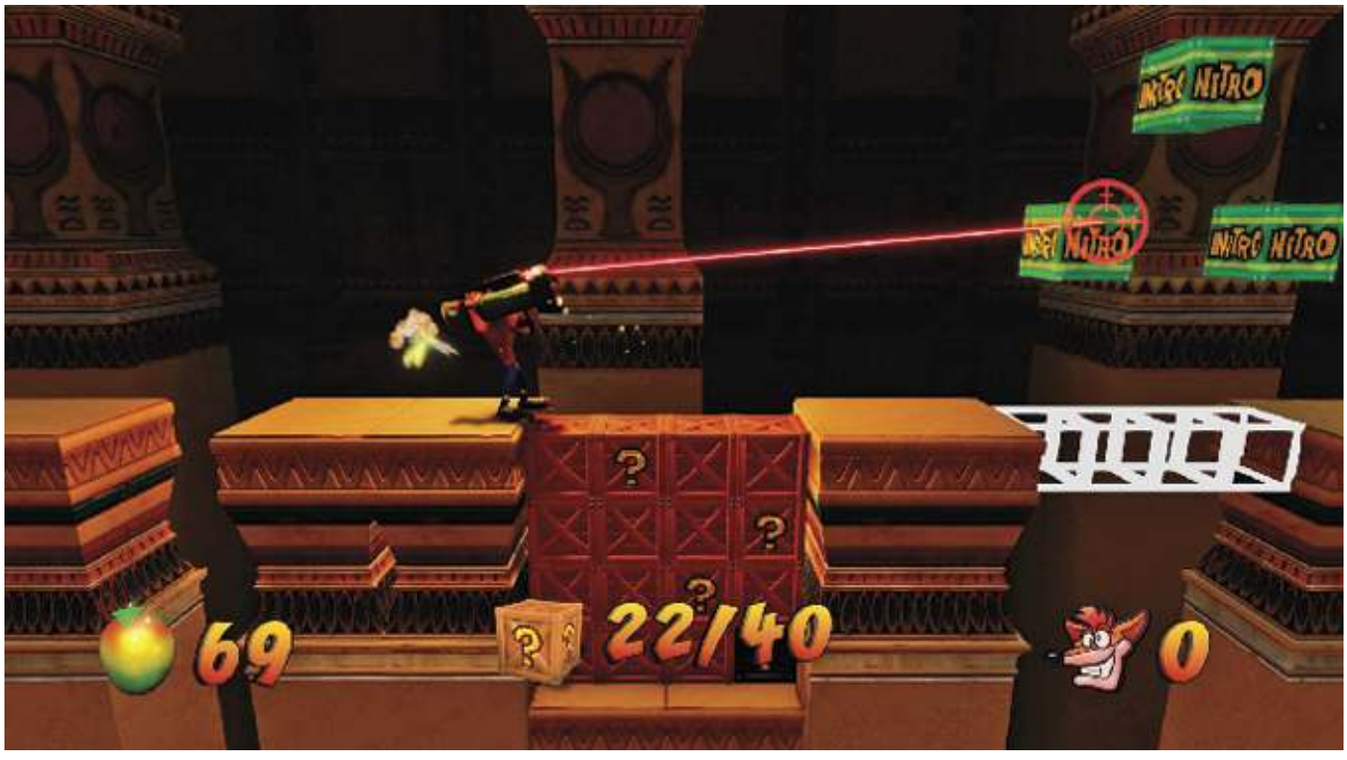
Break the checkpoint box and the three Aku Aku boxes—invincibility all in one place! Grab the firefly to light your way to finding three boxes of nitro and a “?” box underneath one of them. Break them all and jump over the pit behind them to find three more boxes of nitro. Run into them and veer to the left side of the path, avoiding a pit.

Since you’re still invincible, run through the snakes here, passing a pit to the right and then one to the left. Jump over the next one, and run into the two boxes of nitro here. Squash the spiked mummy and enter a tomb. Break two boxes and grab the next firefly. Move ahead to reach a pit with red platforms. Run across them to where boxes block the path. If you’re still invincible, run through these to break them all, including the reinforced boxes. If not, use your Belly Flop.

Jump over the next pit, deal with the sarcophagus mummy, and stay to the right of the path to avoid another pit. Jump over the pit when it crosses the path, and keep right to reach another pit. When it ends, jump over it and break the checkpoint box. Pass the wall when it opens, and make your way along the platforms. Take the “?” platform to the left to reach the bonus stage.

Bonus Stage

Don't grab the firefly until after you break the first three boxes here, hit the "!" box, and jump to the next platform. Head right, crossing the iron boxes that just appeared, and jump up to the platform. Break the boxes and hit the "!" box to make more iron boxes appear on the right.



Use the Fruit Bazooka to destroy the three nitro boxes above them. Cross the iron boxes to reach a pit containing four boxes. Destroy them with the bazooka before heading right. Belly Flop to destroy this box bonanza, and hit the "!" box if your Belly Flop didn't trigger it. Hop up the platforms to the right, and use the bazooka to break three boxes of nitro above the iron boxes. Cross the iron boxes and jump the pit to the right. Continue right to reach the "?" platform and return to the level.

Jump onto the red platforms to claim the firefly before the platforms fall. Take down the spiked mummy and go to the right side of the path, hugging the wall, avoiding the rays of light. Go through the wall when it opens, and climb the stairs. Collect the crystal and break the box. Behind that is a pit with a jumping crocodile. Wait for the enemy to jump out, then jump over the

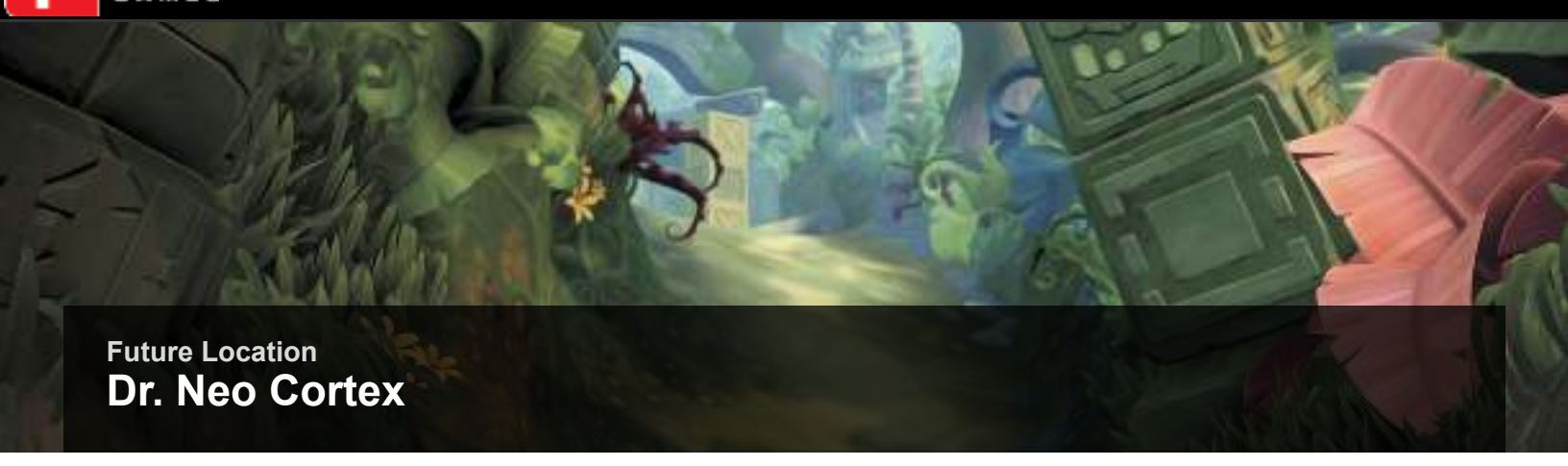
pit. Continue to reach the top of a hill, break the next box, and claim the firefly.

Pass the pit on the right and avoid the next mummy. Break the four boxes and stamp out the two snakes behind them. Past them, carefully walk between two pits on either side of the path. Break the boxes and continue. Keep to the right until you reach a pit. Move to the middle to make your way around it, jumping over it when it crosses the path. Avoid the three boxes of nitro and activate the green “!” box behind them. Collect the Clear Gem to the left and warp out of the level.

Time Trial

Time Requirements

Sapphire: 1:49:00



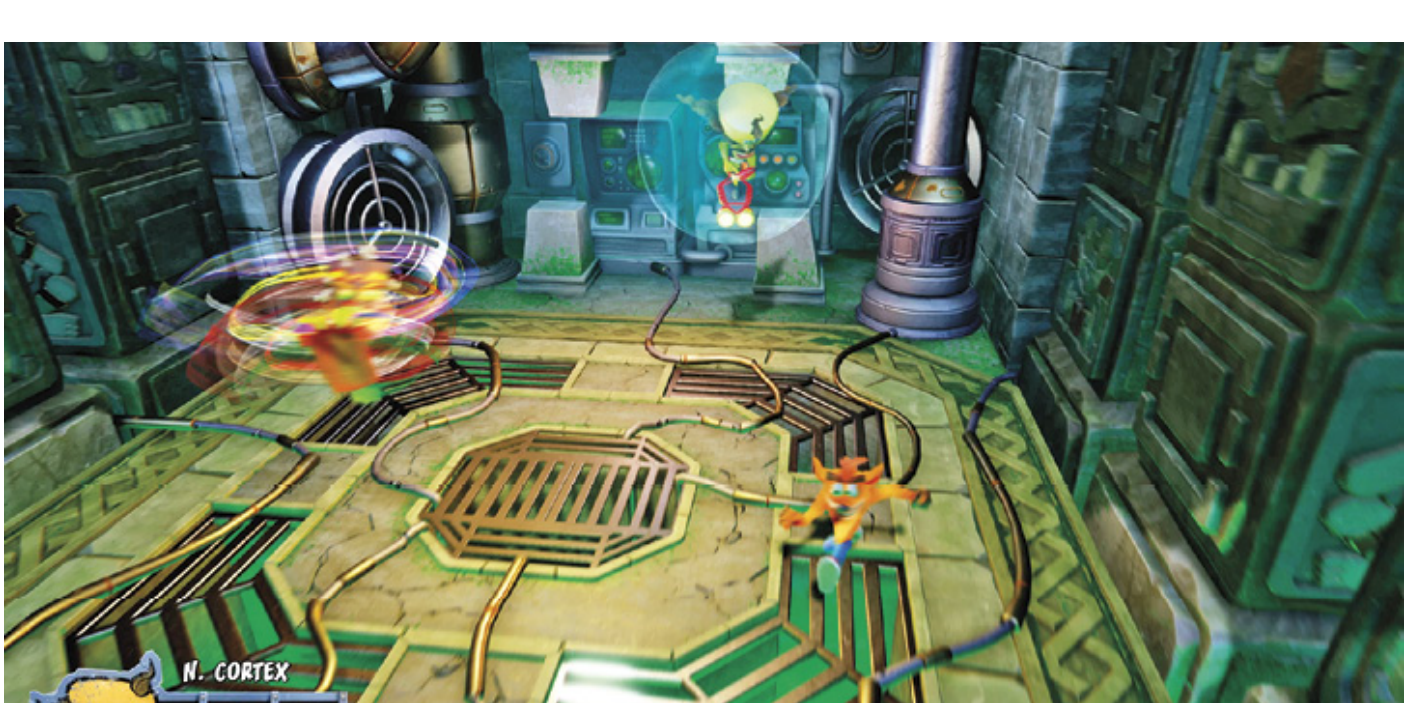
Future Location
Dr. Neo Cortex

You've finally caught up with Dr. Neo Cortex. It's up to you to put an end to Dr. Cortex and Uka Uka's evil plans for world domination! During this battle, Dr. Cortex is protected by an invulnerability shield until you avoid three of his slow-moving energy orbs and a bunch of land mines he throws out.

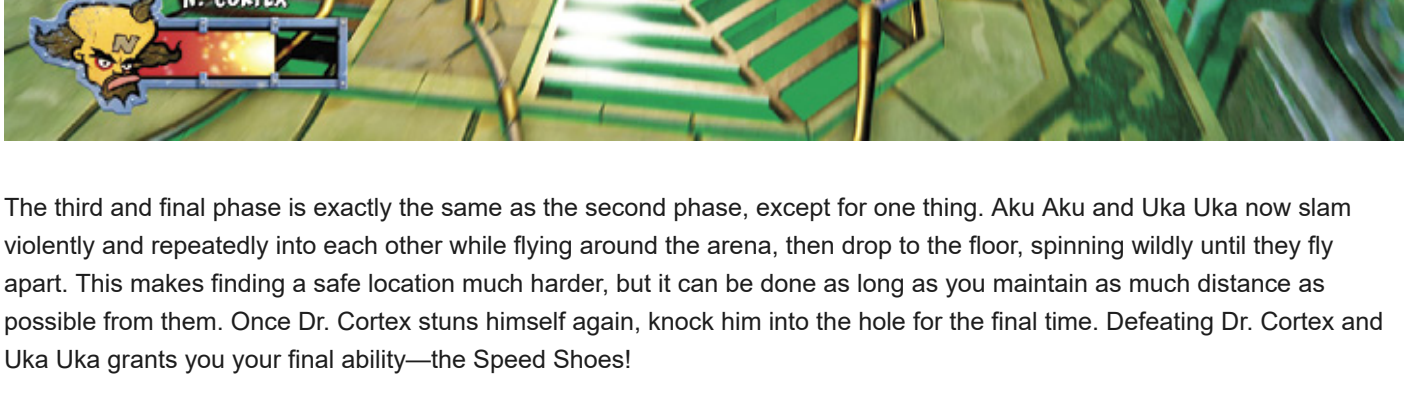
During the first phase, Aku Aku and Uka Uka are dueling for supremacy by shooting beams of power at each other. They rotate all over the arena floor, and it's necessary for you to avoid them by jumping over the beams or moving around them. While this is happening, Dr. Cortex is firing orbs at you. After you avoid all of these attacks, Dr. Cortex begins tossing out land mines. After he drops the fourth land mine, his invulnerability shield shorts out, giving you an opportunity to attack!

Attack Dr. Cortex while his shield is down, and he's knocked to the floor. Aku Aku and Uka Uka break apart at this point, and the trap door in the middle opens up. Position Dr. Cortex between you and the hole, and perform a spin attack to knock him closer to it. Repeat this until you knock him into the hole, damaging him. You must be quick, because if it takes too long, he jumps back on his hoverboard and becomes invulnerable again.

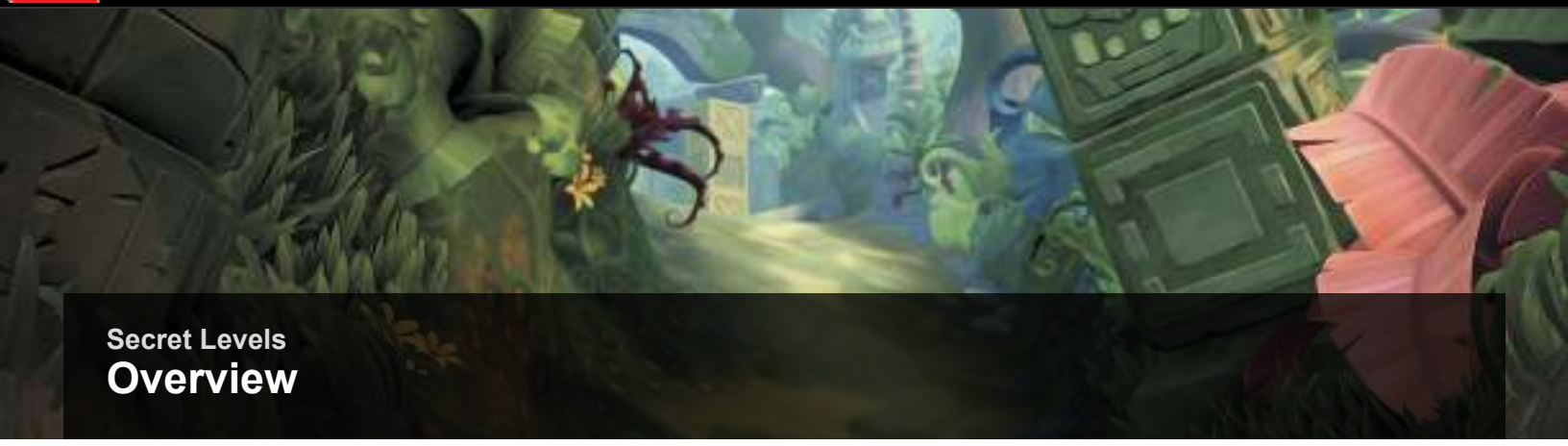
During the second phase, Dr. Cortex's attacks remain the same, and Aku Aku and Uka Uka are at it again. This time they create a vortex as they battle and spin around the arena. Keep moving around them while watching for Dr. Cortex's attacks. Once he's stunned from the land mines he deploys, knock him into the hole again to trigger the third phase.



The third and final phase is exactly the same as the second phase, except for one thing. Aku Aku and Uka Uka now slam violently and repeatedly into each other while flying around the arena, then drop to the floor, spinning wildly until they fly apart. This makes finding a safe location much harder, but it can be done as long as you maintain as much distance as possible from them. Once Dr. Cortex stuns himself again, knock him into the hole for the final time. Defeating Dr. Cortex and Uka Uka grants you your final ability—the Speed Shoes!

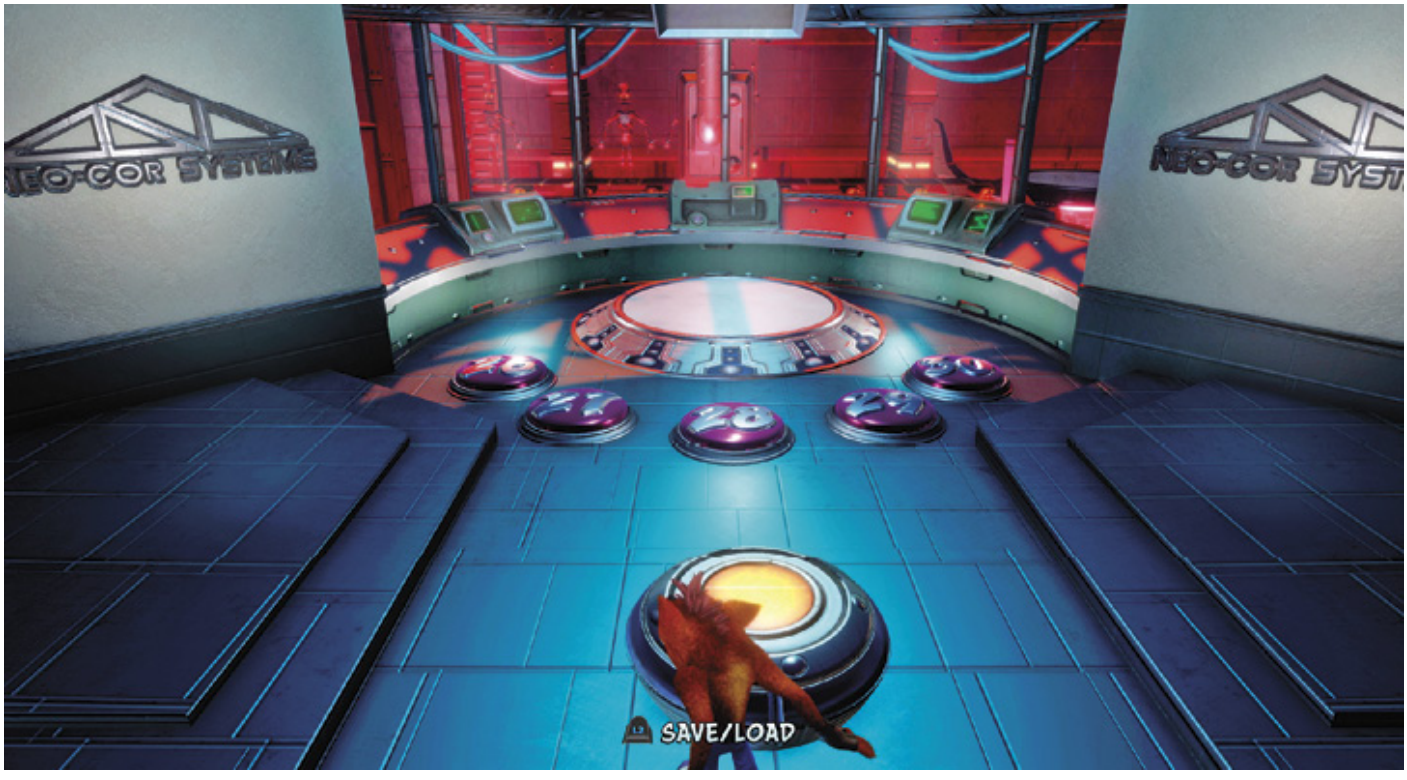


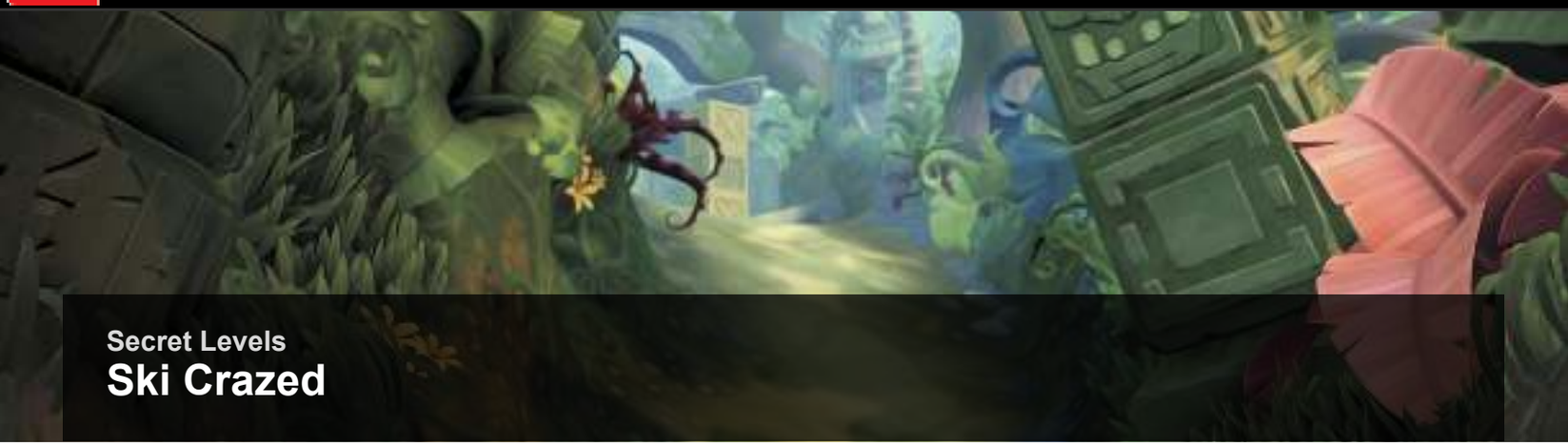
Now it's time to sit back, relax, and watch the conclusion of this story. With the Speed Shoes, go back and tackle any time trials that gave you trouble. Additionally, if you come back after completing at least 100% of the game, you get to see a new ending to this amazing adventure!



Secret Levels
Overview

Once you gain at least five relics from completing time trials, head to the center of the Time Twister area, where you can now see a pad in the center of the circular area where Coco hangs out. Jump onto this transportation pad and it takes you to an underground secret area, where you access five more levels to conquer!





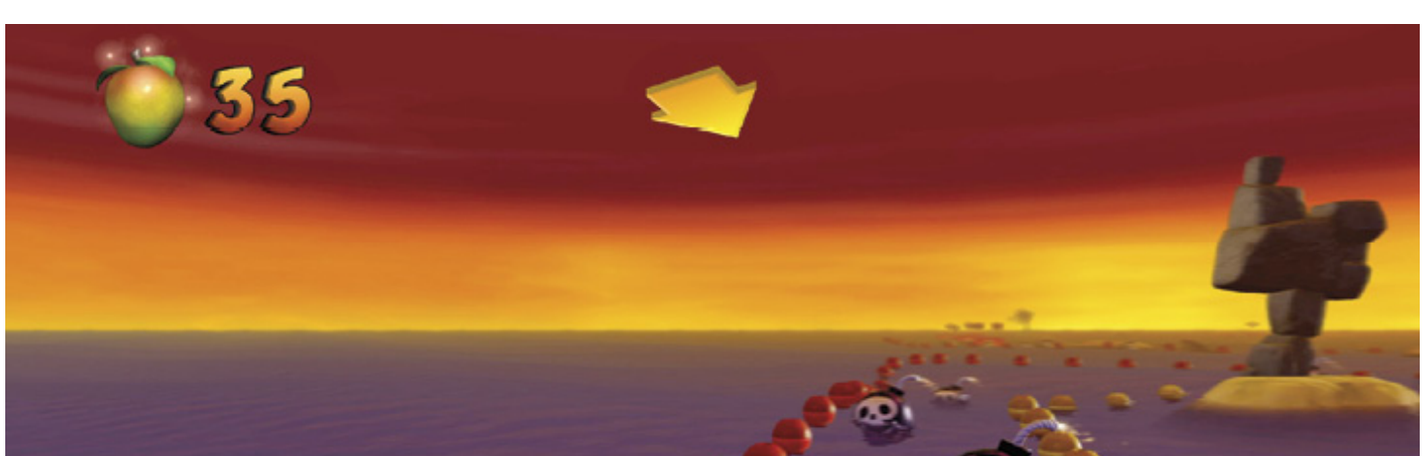
Secret Levels

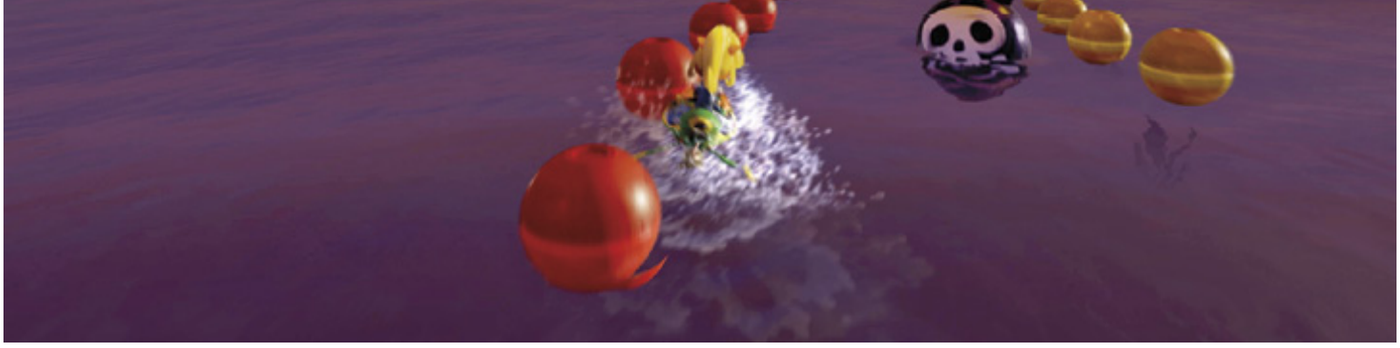
Ski Crazed

Rewards: Clear Gem—destroy all 100 boxes. **Unlocked:** 5 relics.

Looks like it's time for Coco to hop back on her jet-ski and ride the waves at sunset in these dangerous waters. To have any hope of success, you'll need to navigate these narrow bomb-laden paths while avoiding nitro boxes.

As soon as you start this level, you see two boxes between some bombs. Ride through them, and after breaking the second box, you see two ramps. Veer toward the right ramp, avoiding the bomb in front of you. Use this ramp to jump and break the boxes in the air next to it.





After you land in the water, turn left and head down the narrowing path where you see a string of six bombs with a box between them. Carefully navigate your way through this irresponsible use of explosives as you smash the box. As the path narrows more, you must once again navigate around the bombs with little room to spare. When the pathway begins to open up, avoid the bomb on the right and use the ramp to jump and destroy the offending box. Be careful as you land here, as there's a bomb nearby. Avoid it and move full speed ahead to the next ramp. Stay on the left side of this ramp as you jump it to smash the box. As long as you have enough speed or use a trick jump to angle away from the bomb just past the ramp, you should clear it easily.

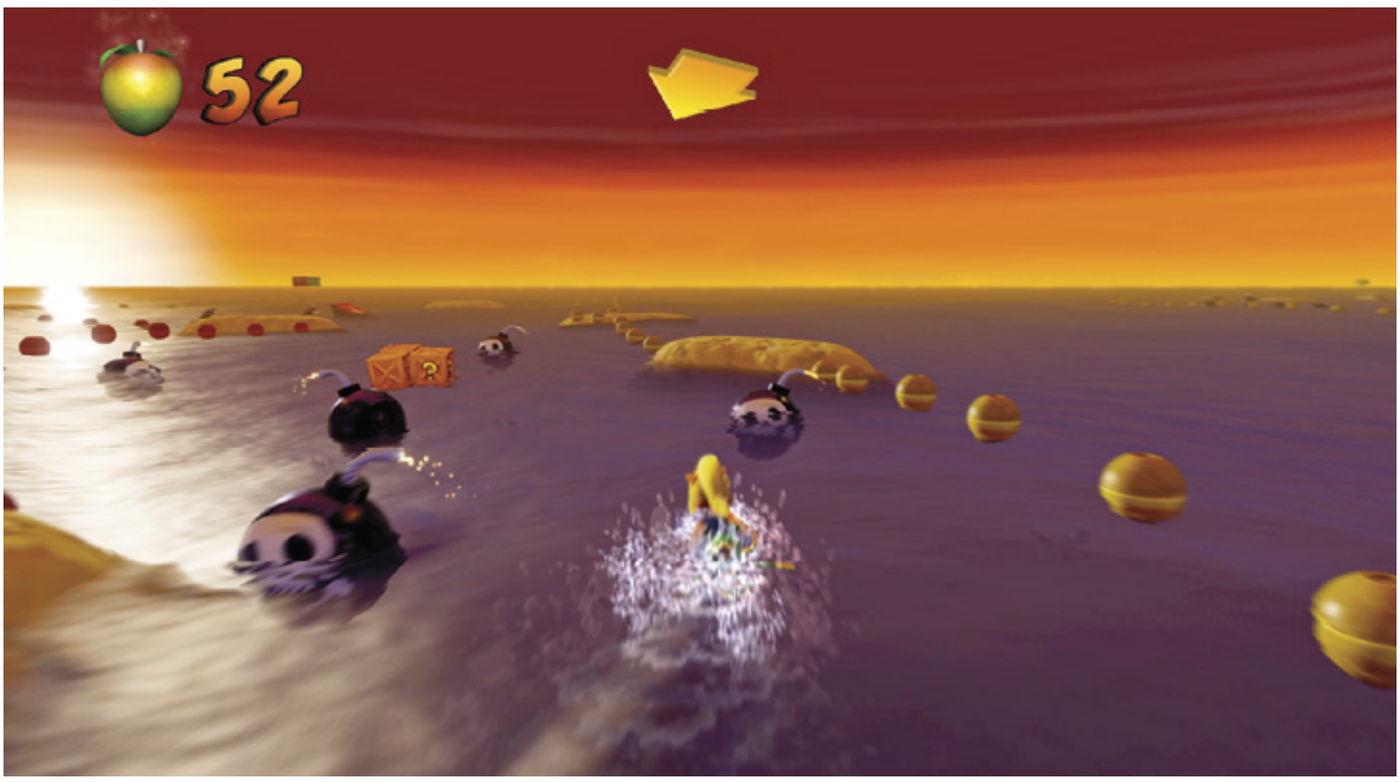
Landing after using the last ramp, you see a group of three boxes ahead. Smash them all with ease, but use some caution—behind these boxes are a lot of bombs just waiting for a reckless jet-ski driver to set them off. Since you're not reckless, keep moving forward while turning to the right. Up ahead is a small island with two ramps behind it facing in different directions. Next to the island are two bombs greedily guarding a box nestled between them. Thread the needle and destroy that box!

Now that you're through that hazard, make a wide circle to the left to line up with the ramp facing away from the zone barriers in front of you. Jump this ramp and smash the boxes floating in the air. As you land, turn right, skirting the red zone wall, and head toward the island with the pillar of rocks. Stay left of the island, smash the checkpoint box, and barrel straight ahead to pass between the six bombs, smash few more boxes, and gain a little more breathing room.

Upon entering this area, keep the bomb to your right and smash the box, then turn to the right to line up for a sweet jump on the closest ramp. Jumping this ramp annihilates the floating box, but be careful of the moving bomb near the island. Circle the island and line up in front of the next ramp. This one is much more dangerous, since there are numerous bombs waiting for you in the landing area. Jumping the ramp at an angle and performing a trick jump can easily smash the boxes while keeping you out of harm's way. Carefully circle the bombs and continue following the arrow to get back on course.

This next part can be tricky and dangerous, since there are a lot of moving bombs hampering your ability to smash a perfect line of boxes someone generously placed here for you to smash. Line up with the boxes and wait for the bombs to all line up in front of the boxes. Start moving out to the edges, then hit the gas! The boxes don't stand a chance. Now veer slightly to the left and jump the ramp while holding left to trick-jump and smash the floating box while simultaneously avoiding the bomb underneath. Be ready to veer left quickly, however, to line up with the next ramp, where you need to hit yet another floating box while clearing the waiting bombs. Smash the box floating on the water and make your way toward the next ramp.

Another tricky jump lies ahead. There are two bombs in front of the ramp. Get as close to the one on the right as possible while still jumping the ramp. Smash the boxes floating in the air to the right of the floating nitro box. Avoid using a trick jump for this, as it can easily set off the nitro box, quickly ending your fun in the sun. As you land in the water, go between the bomb and the island, turning slightly to the left. Before you lie two sets of two bombs guarding boxes. Glide between these bombs, destroy the boxes, and get ready for a big jump on the ramp ahead. Hit the ramp head-on, and hit the box in the air. Your speed should easily carry you over the line of bombs floating underneath the box. Veer right to crush the checkpoint box, and prepare for the next area.



The path narrows considerably here, and there's a ridiculous amount of bombs waiting to end your journey. On the bright side, there are lots of boxes filled with delicious fruit to smash as well. Avoid the first bomb and smash the two boxes. Make a tight turn to the right, avoiding two bombs and hitting a box along the way. Keep turning hard right, and destroy yet another group of boxes that line up perfectly with your turn. The path opens a bit here, but you must avoid the four moving bombs as you destroy a cluster of boxes in the middle of the path. After smashing the boxes, veer hard right toward the yellow zone wall, and circle left to line up with the first ramp.

Hitting this ramp straight is important, as it allows you to destroy the box without hitting the nitro box to the right of it. Angle your jump to avoid the waiting bombs while simultaneously lining up for the next ramp.

Hit this ramp and perform a trick jump while holding left. This smashes the two boxes in the air and gets you ready to start your approach for the next ramp.

The difficulty kicks up a notch here, so get ready to avoid certain annihilation! Move straight ahead, smashing the box and hitting the ramp in the middle. Don't perform a trick jump here, or you'll hit the two nitro boxes on either side of the box you do want to hit.

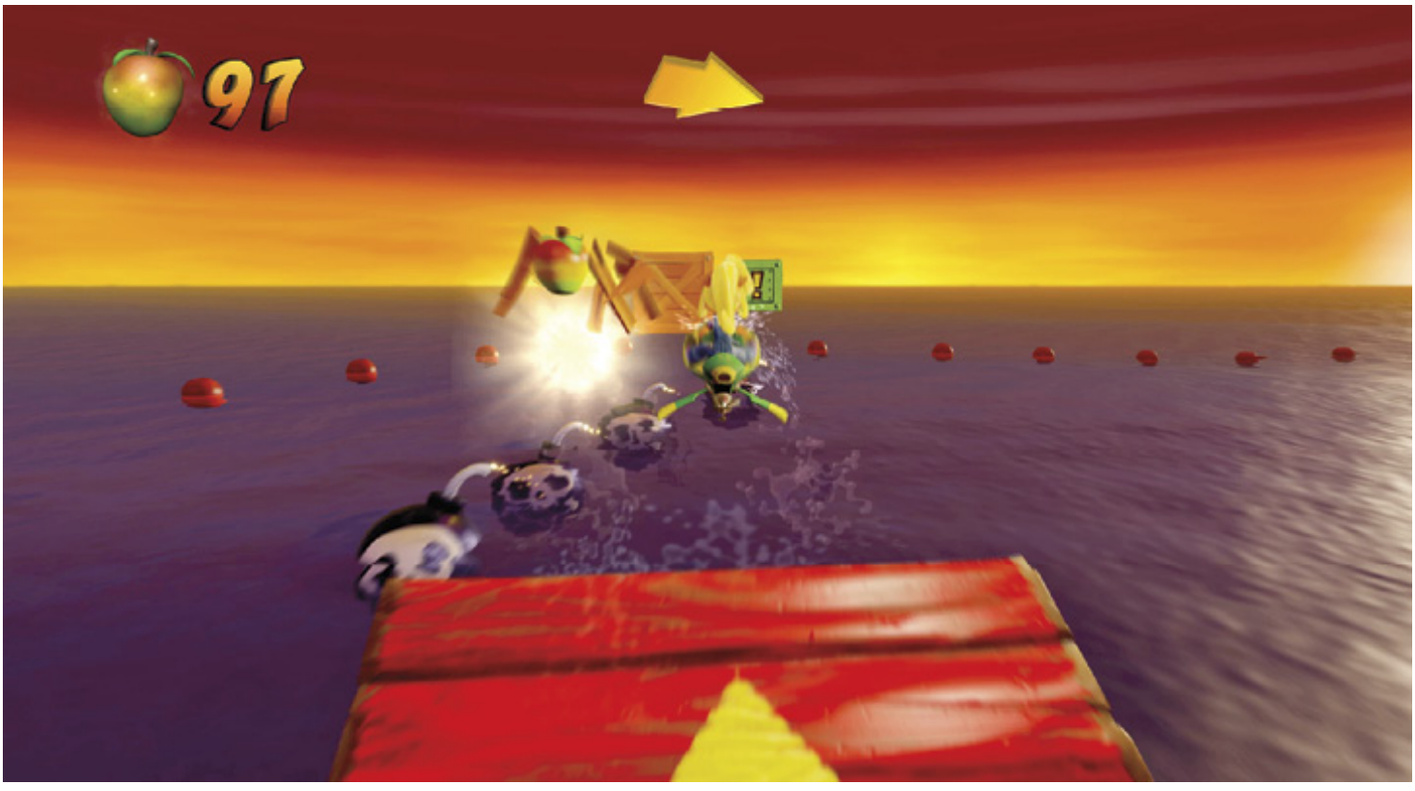
Straight ahead of you is a ludicrous amount of bombs surrounding a trio of boxes. As you approach, slow down and move into the boxes carefully. As you get close to destroying the third box, start turning left to avoid the sneaky bombs behind the boxes. You're now free and clear to move at maximum speed toward the ramp in the distance.

As you close in on the ramp, angle your jet-ski so you're facing the middle of the ramp. Hit the gas and sail on through the middle, avoiding all three nitro boxes and smashing the box floating in the air between them. You land in front of another ramp. Stay centered on it, and smash the next box in the air while avoiding the two nitro boxes. This takes you to yet another ramp that you must hit in the center to smash the next two boxes in the air.

The path narrows yet again, and the bombs become more numerous in this section. Avoid the bombs, smash the boxes, and turn to the right to hit the checkpoint box, which gives you some reprieve. Keep turning right, and you see five sets of bombs hugging boxes on an extremely narrow path. Deftly smash through these boxes, and the path opens up slightly.

Forge ahead and jump in the middle of the ramp to land between a bunch of bombs. Smash the box and angle right, avoiding the bombs on either side, then jump the next ramp in the center while performing a trick jump to ensure you hit both boxes floating in the air.

If you land straight, you should be in front of another ramp immediately. Hit this ramp and smash the box while trick-jumping to angle left and line up for the next ramp. This also helps you avoid the bomb underneath. Hit the next ramp, and as long as you're centered, you can perform another trick jump, but this time to the right to crush both boxes and line up for the fifth ramp.



This ramp must be jumped in the center at considerable speed for you to hit all four boxes in the air. At the peak of your jump, tap to the right to do a trick jump so you're lined up for the final ramp. Hit this ramp on the left side while performing a trick jump to the right. This hits all three boxes, including a metal box that detonates all of the nitro boxes on the board. If you don't perform a trick jump to hit these, you'll hit the wall of bombs behind the boxes.

Move ahead easily, avoiding the two bombs in your path toward the next ramp. Jump this ramp, smashing the box in the air and clearing the bombs underneath. You must circle back around to slowly move between the bombs hugging the pair of boxes just underneath the jump you made. If you try to land on them from the jump, you will fail.

After retrieving the goods from these boxes, follow the arrow to the next set of three ramps. Avoid the first ramp and stay on its right to smash the box in front of the second ramp. Jump this ramp in the center, and stay straight so you land in the middle of two lines of bombs and smash the box within. As you hit the last ramp, trick-jump to the left, avoiding the bombs below, and smash the last couple boxes as you make your way to the portal and claim the gem.

Time Trial

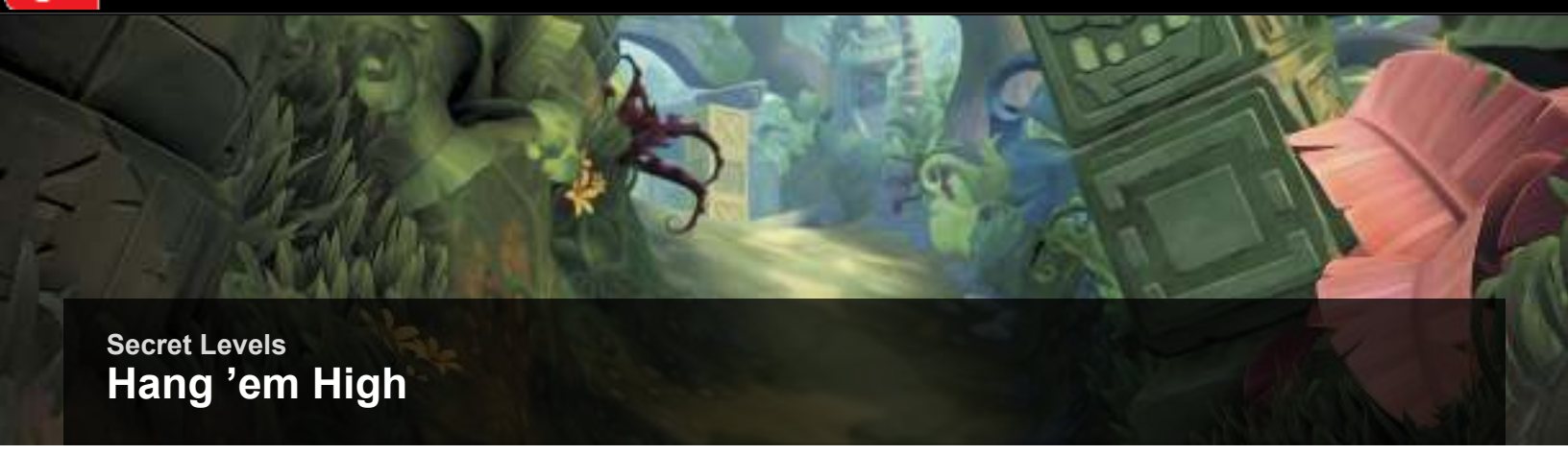
Time Requirements

Sapphire: 1:19:00

Gold: 0:53:50

Platinum: 0:36:30

Ski Crazed is a bit easier to get a great time on than some of the previous levels, and this is due to the large amount of time boxes available. As long as you destroy most of these boxes and avoid the bombs, you should easily get the gold relic. Make sure to hit ramps, as most of them have time boxes in the air near them.



Secret Levels

Hang ’em High

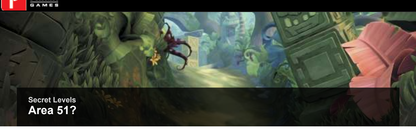
Rewards: Yellow Gem. **Unlocked:** 10 relics.

This is a separate section of the previously visited level that you couldn’t reach before. To your right is a pit with a sword-wielding enemy on the other side. Jump the pit and take him down. Jump onto the rug in the pit to the right and bounce over the rest of the pit, avoiding the nitro, to land on a roof. Take down the enemy on the carpet ahead. When you see a pit with two carpets, bounce across them and wait for the two enemies with swords to have their backs to you. When they do, jump over and take them out.

Head to the edge of the roof to see another pit. Jump on the flying carpet and ride it across. Head right to reach another pit and another carpet. Jump on board and eliminate the enemy before moving to another carpet over a pit to the right. Ride it all the way to the right before jumping to the rug there. Bounce to the rooftop to the right, clearing the nitro boxes above another pit.

Jump over the nitro boxes in the pit to the right, onto the rug. Bounce over the nitro floating between you and another rug. Repeat this to another rug, but jump higher to clear the nitro this time.

Next, bounce over the very high boxes of nitro to reach the roof. To the right you see another pit. Jump onto the two moving carpets to cross the pit, onto a roof. Claim the Yellow Gem here, then use the platform to the right to return to the level.



Secret Levels

Area 51?

Rewards: Clear Gem 1—destroy all 24 boxes. Clear Gem 2—place first in the race. **Unlocked:** 15 relics.

It's time to take the bike out for a spin again, but this time it's the middle of the night! You have to rely on your headlights to see where you're going. You earn one of the Clear Gems here for breaking all the boxes; the other one comes from claiming first place.

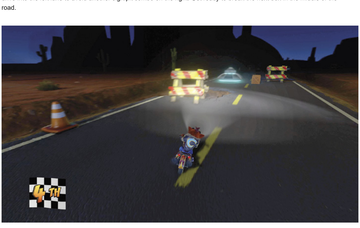
Follow the center line to break two boxes. Pass a few sets of traffic cones, and break another box in the middle of the road. Continue riding that center line to miss the hazard signs and a pit in the left lane. Soon you see lights coming toward you in the right lane. Keep in the middle of the road to avoid the police car as it passes you.

Veer into the left lane to break a box. Return to the center of the road to break another box and ride through a speed boost a little way past it. Keep in the middle to avoid some signs and a pit in the left lane. Ride through the next speed boost and take the ramp. Break the floating box and land on the left or the middle of the road to avoid signs and a pit blocking the right lane.

Keep going to see two police cars heading for you, one in each lane. Get in the left lane to let one pass, and quickly switch to the right lane while the other passes. Grab the speed boost before passing another sign in the left lane, hiding a pit behind it.

Move to the center of the road to break a box, and take the next ramp to break a box in the air while avoiding a pit that spans the entire road. When you land, hit the center or the right to avoid hazards in the left lane. Another police car comes barreling toward you in the left lane. Once it passes, quickly switch to that lane to hit a speed boost. Break the two boxes just past it, then cross to the right lane. Pass a sign and a pit on the left, and break three boxes in the middle of the road.

Avoid the police car in the left lane, and when it passes, immediately drive into that lane to avoid a sign and a pit on the right. When it's safe, go into the right lane to drive through a speed boost, and take the ramp after it to jump an incoming police car. When you land, stay in the right lane, avoiding a sign and a pit and, later, two police cars. Once the second one passes you, drive into the left lane to avoid another sign/pit combo on the right. Get ready to break the next box in the middle of the road.



After breaking the box, head into the center of the road, avoiding a sign and a pit on both sides, while simultaneously breaking the two boxes. Take a couple of turns, then veer right to avoid a pit and a sign on the left. Return to the left lane, for the same reason. Afterward, keep to the middle to hit a box, a speed boost, and another box.

Drive in the middle of the road, ignoring the police car and the ramp in the right lane. Take the speed boost just past it, and run into the box behind it before steering into the right lane. Take the speed boost here and run over two more boxes. Continue in this lane to reach another speed boost, and to take out the last pair of boxes. Return to the middle of the road and take the ramp to reach the finish line.

Time Trial

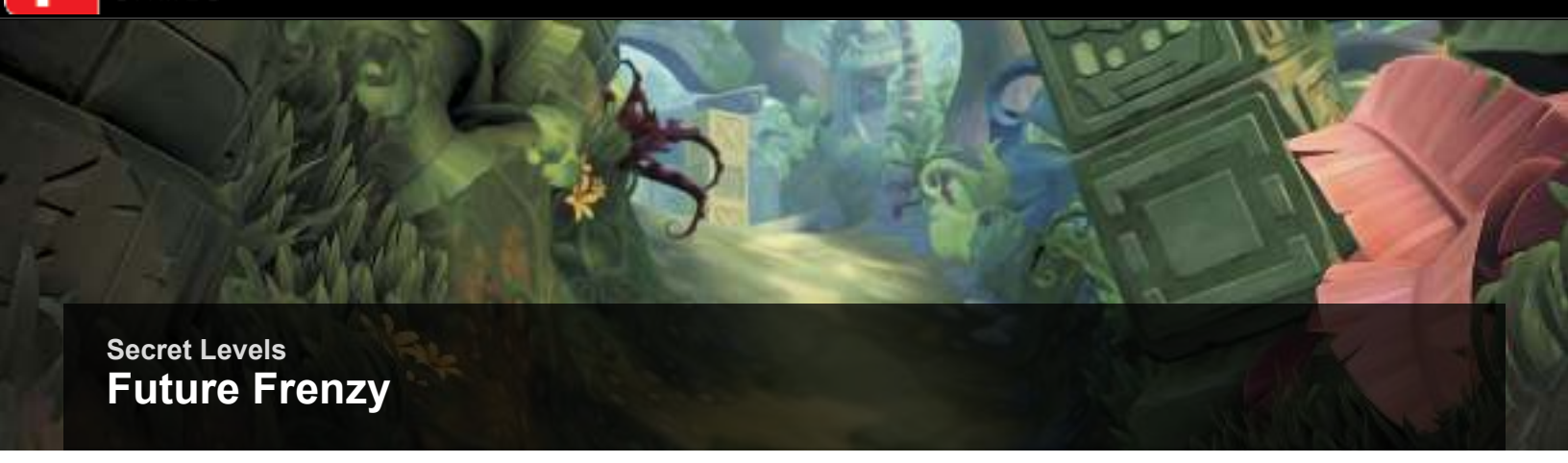
Time Requirements

Sapphire: 2:01.00

Gold: 1:49.80

Platinum: 1:44.50

You need to really learn the rules of the road to claim a good time here. Memorize the locations of the speed boosts, as well as the time boxes. Hitting any of the obstacles eats up time, so keep your hog firmly on the open road.



Secret Levels
Future Frenzy

Rewards: Clear Gem. **Unlocked:** 20 relics.

The Fruit Bazooka is a handy tool to have with you on your second visit to this level. This previously inaccessible portion gives you lots of opportunities to make use of the firepower (fruitpower?). Use it to take down the shield robot over the platform at the end of the conveyor belt. Break the boxes on the platform and trigger the TNT. Jump onto the next conveyor belt, double-jump over the pit, and land on another conveyor belt. Use your bazooka to eliminate the UFO, then break the nearby boxes.

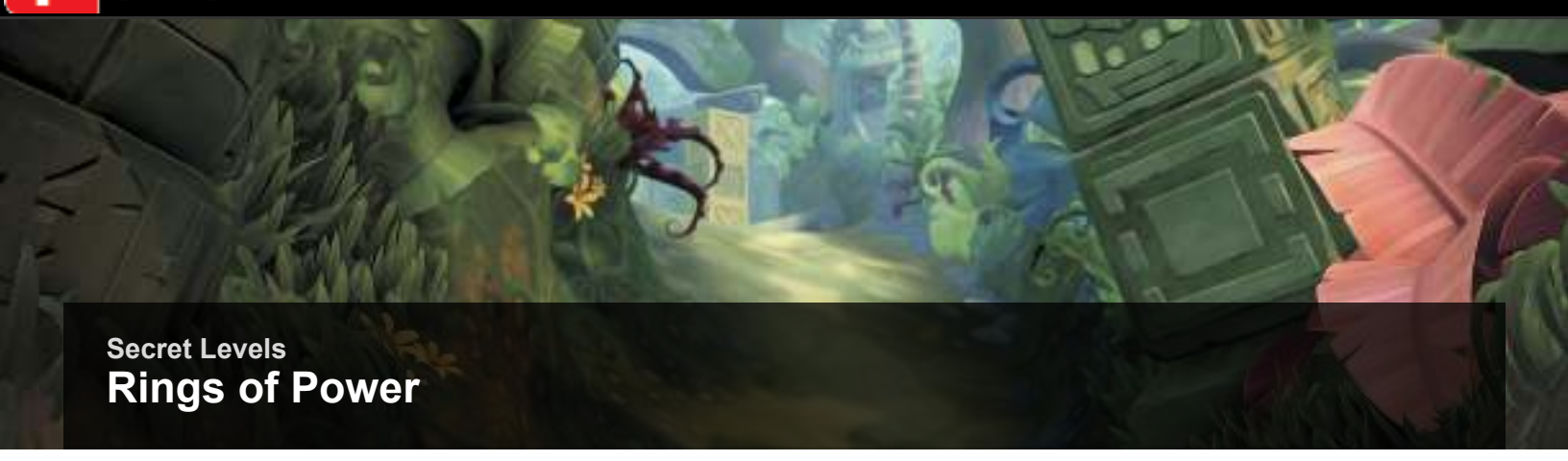
Get on the conveyor belt and hop over the pit at the end. Break the boxes and fire the bazooka at another floating shield robot. Fire at the nitro nearby as well. When the coast is clear, get onto the conveyor belt in front of you and jump over the pit at the end. Break the box here (if the nitro explosion didn't already take care of it) and bazooka as many of the nitro boxes ahead as you can.

Get on the conveyor belt ahead, jump off at the end to avoid a pit, and land on another conveyor belt. Break the checkpoint box on the platform, and use the bazooka to destroy the remaining nitro.

You soon see two conveyor belts, one on each side of a pit. Across the pit, above the second conveyor belt, you see two plasma beams. Jump onto the first conveyor belt and carefully approach the edge of the pit, making sure you don't fall in. Wait for the gates to turn off, then jump the pit and pass them.

At the end of the belt, take out the enemy floating over the platform, then jump up there and break the boxes. Destroy the floating nitro with the bazooka—from a safe distance, of course. When you reach the next pit, quickly cross the platforms while they're green. When you reach a group of iron boxes, break the large number of boxes on top of them and approach the next conveyor belt. Wait for the plasma gates to go off, jump over the pit to reach another conveyor belt, and jump over another pit.

It's bazooka time again! Pull it out and eliminate the UFOs here. Break the boxes and trigger the TNT. Approach the next belt and pit. Use the bazooka to safely detonate the two nitro boxes floating nearby. When the platforms turn green, get on the conveyor belt and jump across them to get the Clear Gem on the other side. Jump to the platform here to return to the main part of the Future Frenzy level. If you want to break all the boxes, backtrack to the beginning of the level. Return to the platform and continue through the rest of the level.



Secret Levels
Rings of Power

Rewards: Clear Gem 1—destroy all 33 boxes. Clear Gem 2—place first in the race.**Unlocked:** 25 relics.

Ready to fly? This time you take to the skies to compete against three of your fellow pilots in a winner-take-all race. For this competition, you fly through 30 green rings. Every time you do, you get a speed boost. Do a barrel roll while passing through them, and you get an even bigger boost! You must use the barrel-roll boost often to claim first place on this level and earn the corresponding Clear Gem. The other Clear Gem is awarded for breaking all of the boxes.

Fly through the first ring in front of you and through the second ring to the right. Shoot the box past it, and head through the third ring and the fourth, up and to the left. Shoot the next box, then go through the fifth ring. Quickly shoot the three boxes before you go through the next ring. Remember to barrel-roll through each one whenever you can!

Shoot the box in front of the seventh ring and go through it. Take out the box of nitro in the eighth ring and fly through it. Shoot the next box. Near the ninth ring are two boxes, one of which is nitro. Fire at them and go through the ring. Take out the box near the tenth ring and go through it. Shoot the single box and fly through Ring 11.

Fire on two boxes and go through the twelfth ring. Shoot the next two boxes, one regular and one nitro, in front of Ring 13. Fly through the next two rings, 14 and 15, then shoot the regular box and the nitro box by the sixteenth ring. Fly through it and Ring 17.

Here you hit a long stretch of open air. Shoot the next box you see. Head through Ring 18 behind it and Ring 19. Destroy the next two boxes and go through Rings 20, 21, and 22. Shoot two boxes, one of which is nitro, in Ring 23 before flying through it. Race ahead through Rings 24 and 25, and shoot the next three boxes before flying through Ring 26. Fire on three more boxes, including one nitro, near Ring 27, then fly through it. Shoot the three boxes in Ring 28 and fly through it. Fire on the last nitro box and go through Ring 29. If you've broken all the boxes, you earn a Clear Gem. Fly through the finish ring to warp out of the level. If you finish in first, you get another Clear Gem.

Time Trial

Time Requirements

Sapphire: 1:20:00

Gold: 1:01:43

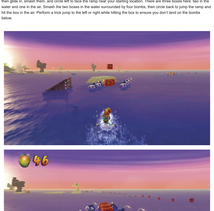
Platinum: 0:51:73

The key here is to barrel-roll, barrel-roll, and then barrel-roll through the rings. The extra speed is critical to getting a good time, but make sure you remain in control of your aircraft. You don't want to miss a ring.

Secret Levels
Hot Coco

Rewards: Clear Cam—destroy all 75 boxes. **Unlocked:** Hitting the alien sign in Road Crash.

There's no platform that can take you to this level. You must enter Road Crash (Level 14 in the Oriental Area) to reach this secret jet-ski level. Once you pass two road sign barriers and see the Dingo Dome on the left, stay in the left lane, and the suspicious alien sign will be right in front of you. Drive off the road and smash into the road sign with a picture of an alien on it to immediately warp to Hot Coco. Be careful—don't drive at full speed, as it's very easy to miss.



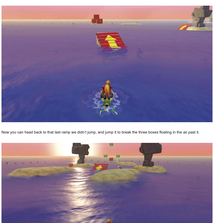
It's time for Coco to get back on the jet-ski and rule the waves! This secret level is extremely unique and quite fun, since it isn't linear. Your only objective here is, as usual, to break all the boxes for the gem. This can be accomplished however you wish, but we provide a detailed path.

Turn to the right, and you see a few small islands with a trio of bombs. Wait until the bombs are moving away from the boxes, then glide in, smash them, and circle left to face the ramp to your starting location. There are three boxes here: two in the water and one in the air. Smash the two boxes in the water surrounded by four bombs, then circle back to jump the ramp and hit the box in the air. Perform a trick jump to the left or right while hitting the box to ensure you don't land on the bombs twice.

After landing that sweet jump, turn to the left until you see a ton of bombs guarding three boxes. Carefully weave your way between these bombs to break the boxes. Once you're through, follow the zone wall barrier toward the cluster of five islands in the distance.

Carefully break the two boxes surrounded by five bombs, then turn left and head toward the small island with the pillar of rocks. A bomb moves inwardly fast around this island in a clockwise motion. After the bomb passes, move in behind it and destroy the box.

As you exit the orbit of the turbo bomb, you see a box to the left, a checkpoint box in front of you, and a ramp to the right. Break the box to the left, avoiding the bat and dive bomb protecting it, then break that checkpoint box for security.

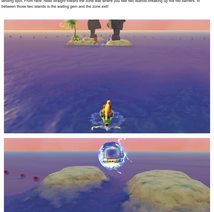


Now turn left and face the volcano. Head toward it, then turn left, keeping the zone barrier and the volcano on your right. There's a ramp with nitro boxes in front of you. Do not attempt to jump this ramp. Instead, hug the zone barrier and move past it and the line of bombs behind it.

As you follow the zone barrier, squeeze between it and the small island until you see a bomb and a ramp facing the wrong way. There's also a shark here, so carefully pass the shark, turn around, and jump the ramp while performing a trick jump to the left. This breaks both boxes in the air. Now circle back and pass the shark again to break the checkpoint box.

Head back toward the zone barrier and turn left, keeping the volcano on your right. Pass between the zone barrier and bombs to break the box near the island with the rock pillar, then move out into the open water where you see a bunch of ramps.

Ignore these ramps for now and turn left. When you see the small cluster of islands, one with a palm tree, head toward it. In the middle of that island is a whole world of badness waiting for you, and all for one box! Not only are there bombs to avoid, but there's also a shark, plus two nitro boxes snuggled next to the box you need to smash. Carefully navigate between the nitro boxes to smash the box while avoiding the bombs, then get the heck out of there.



Remember those ramps you passed? Head toward the first one (it has a bunch of bombs right behind it). Make sure you're at maximum speed when you jump this ramp to break the box in an arc over the bombs. Immediately circle back and break the boxes flanked by bombs just behind the ramp you jumped.

Line up for the second ramp, making sure you're centered on it. The airspace you've safely as you fly between the two nitro boxes to break the box in the air. Stay centered on the next ramp, and keep your speed up as you jump it to break two boxes in the air. This time you also need to hold the Dive button during your jump to break a box hidden deep underwater.

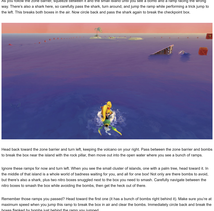
Don't jump the next ramp. Instead, turn right to break two boxes in front of the volcano that are surrounded by three bombs. Then face away from the volcano, hit the checkpoint box, and break the box nestled between six bombs behind the island.

Now you can head back to that last ramp we didn't jump, and jump it to break the three boxes floating in the air past it.

Turn left immediately after landing, and you see a group of five islands with a few rock pillars and a ramp with a trio of nitro boxes. There's also a green "T" box, which destroys all the nitro boxes on the board. Finally, you can be rid of these hazards! Get some distance, and make sure you're centered on the ramp. You need to hit it in the center at considerable speed to break the box and hit the green iron box.

Once you land from the jump, make a hard turn left to break the two boxes on the far side of the rock-pillar island that was to the left of the ramp. Be extremely cautious, as there's a bomb that circles this island pretty fast.

Hit the nearby zone wall and turn right, keeping the zone wall on your left. This takes you past the islands you've just completed and toward five sets of bombs with boxes stuck between them. Blast through all three boxes with caution, since you have little room to maneuver.



After clearing those hazards, turn right until you're facing the volcano, and break the checkpoint box. Turn to your right, where you see three bombs and a ramp. Circle that ramp and jump it to break the two boxes in the air. Make sure you angle slightly to the right to avoid the bombs, and get lined up for the next ramp.

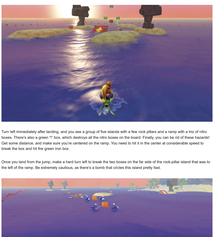
There are no bombs past this ramp, so take the jump slow to break the box in the air and the one just past it floating in the water.

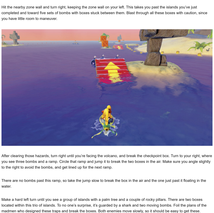
Make a hard left turn until you see a group of islands with a palm tree and a couple of rocky pillars. There are two boxes located within this trio of islands. To no one's surprise, it's guarded by a shark and two moving bombs. Full the plans of the madman who designed these traps and break the boxes. Both enemies move slowly, so it should be easy to get these.

As you exit the islands, turn right until you see a ramp facing the wrong way. Circle it and give yourself some room, because you need to jump this ramp at high speed to break the box in the air and clear the three moving bombs behind it.

Turn left as you land to head toward the volcano again. Break the box between the small island and the volcano, then turn hard left again. There's a ramp facing the volcano. Circle it and jump it to break the two boxes in the air.

When you land, turn left and jump the ramp we avoided in the beginning since it had nitro boxes in front of the box you needed to smash. Now you can jump it. Just make sure to do a trick jump to the right to avoid setting off the bombs at your landing spot. From here, head straight toward the zone wall where you see two islands breaking up the red barriers. In between those two islands is the waiting gem and Zone exit!





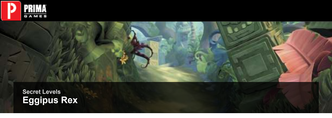
Time Trial

Time Requirements

Sapphire: 1:00:00

Gold: 0:30:10

Platinum: 0:19:96

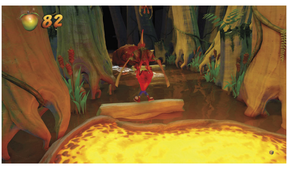


Secret Levels

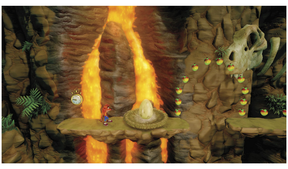
Eggipus Rex

Rewards: Clear Gem; **Unlocked:** Get carried away by a pterodactyl on Dino Might!

Like Hot Coco, there's no platform that takes you to this level. You must enter Dino Might! (Level 11 of the Oriental Area) to reach this secret dino-riding level. Additionally, it's necessary for you to have the Yellow Gem from Hang 'Em High (from the Level 27 alternate path in the secret area).



Once you meet these criteria, simply run through the Dino Might! level until you reach the Yellow Gem path. Jump on the platform and ride it to the next area. Run through the level until you reach the part where the triceratops starts chasing you. Hit the checkpoint box here in case you miss the spot. After you run past two lava pits and jump over a third, you start encountering pterodactyls. Ignore the first one on the right and pass it on the left, hitting the speed boost. The next pterodactyl you must run straight into. Instead of being defeated by this enemy, he takes you to the secret level...*Eggipus Rex*!



You start this level next to a nest with a massive egg sitting on it. Break open the egg to reveal the Baby T dino, and hop on his back to get started!

There are no boxes to break on this level, just a ton of fruit to nom. Jump over the first gap, picking up all the fruit in the air and along the path. Jump over the next gap and carefully over the steam geyser while remaining on this platform. Then jump across the next four pits before jumping over yet another steam geyser to the next platform.

As you cross to the edge of this platform, you see a pterodactyl between the platform you're on and the one to your right with the nest. Jump across to the platform once the pterodactyl flies up. Jump up to the next platform and over the steam geyser while staying on that platform.

The next platform is small, but you need to jump onto it and then on to the next one, which has a large amount of fruit waiting for you. Follow the fruit trail, jump up to the next platform, and face left.

There's a pterodactyl above the next platform. Wait for it to fly up before you jump up to the platform and cross it to jump up to another much-smaller platform. Turn right and leap up to the next platform, gaining a load of fruit for the dino's hungry belly.

You can see the pterodactyl here, but it isn't a threat. Simply jump over and onto the next platform, then turn left and jump up again to land on a larger platform with a stack of fruit leading up into the air. Grab all the delicious noms and get ready for your next jump.

The platform to your left has a steam geyser. Wait for it subside, then jump across and over it. There's a pterodactyl here—jump over it or on it and land on the next platform to the left. Then make two more jumps to the left until you come to the next pterodactyl. Jump this one to land safely on the platform to the left, in a nest between two steam geysers.

Jump over the troublesome steam geyser, heading left, where a bunch of fruit awaits you. Run to the edge and make a huge jump, grabbing lots of fruit and an extra life as you land on a very small platform. Jump over the pterodactyl, heading left, and gobble up all fruit here and on the next platform to the left that you jump up to.

This is the trickiest part of your dino ride. You must jump over two gaps and two pterodactyls. After jumping over the first one, wait for the steam geyser to the left of the second pterodactyl to subside before jumping onto it. You're standing on a geyser now, so act quickly. Wait for the next steam geyser to subside, then jump up to the next platform, where you claim your well-deserved gem and exit the level. You have mastered the art of riding the baby dino, and you have the gem to prove it!

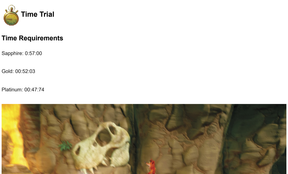
Time Trial

Time Requirements

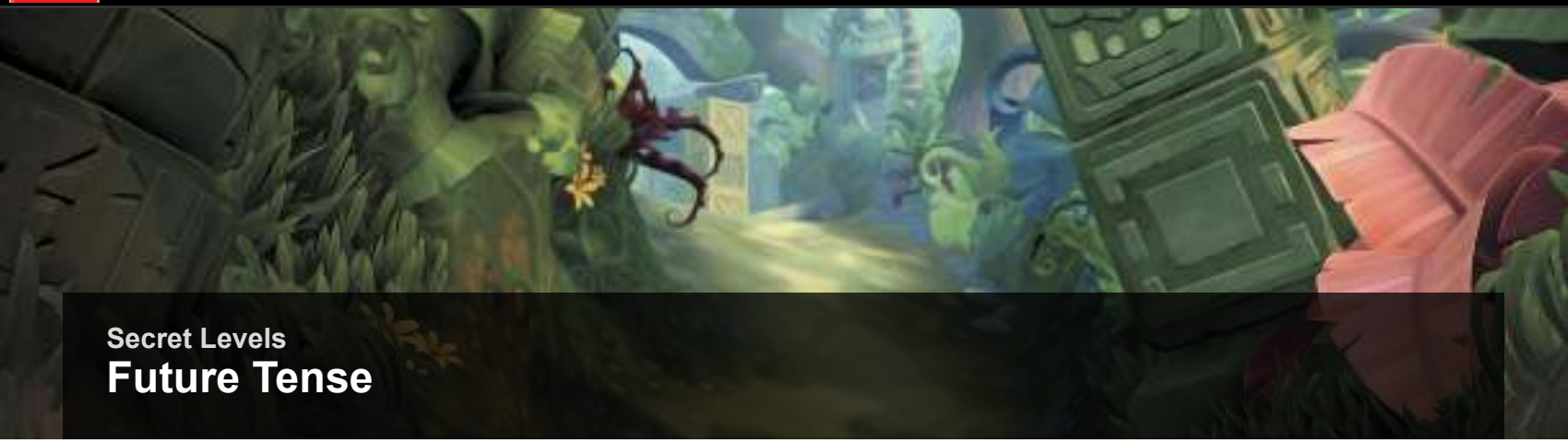
Sapphire: 0:57:00

Gold: 00:52:03

Platinum: 00:47:74



This is by far the easiest of the time trials. Simply stay on the dino (which is much faster than you) and jump through the level as quickly as possible. You don't have much time to wait on steam geysers, so time your drops precisely. Additionally, you gain some more momentum by bouncing on the pterodactyls' heads right before the end of the level.



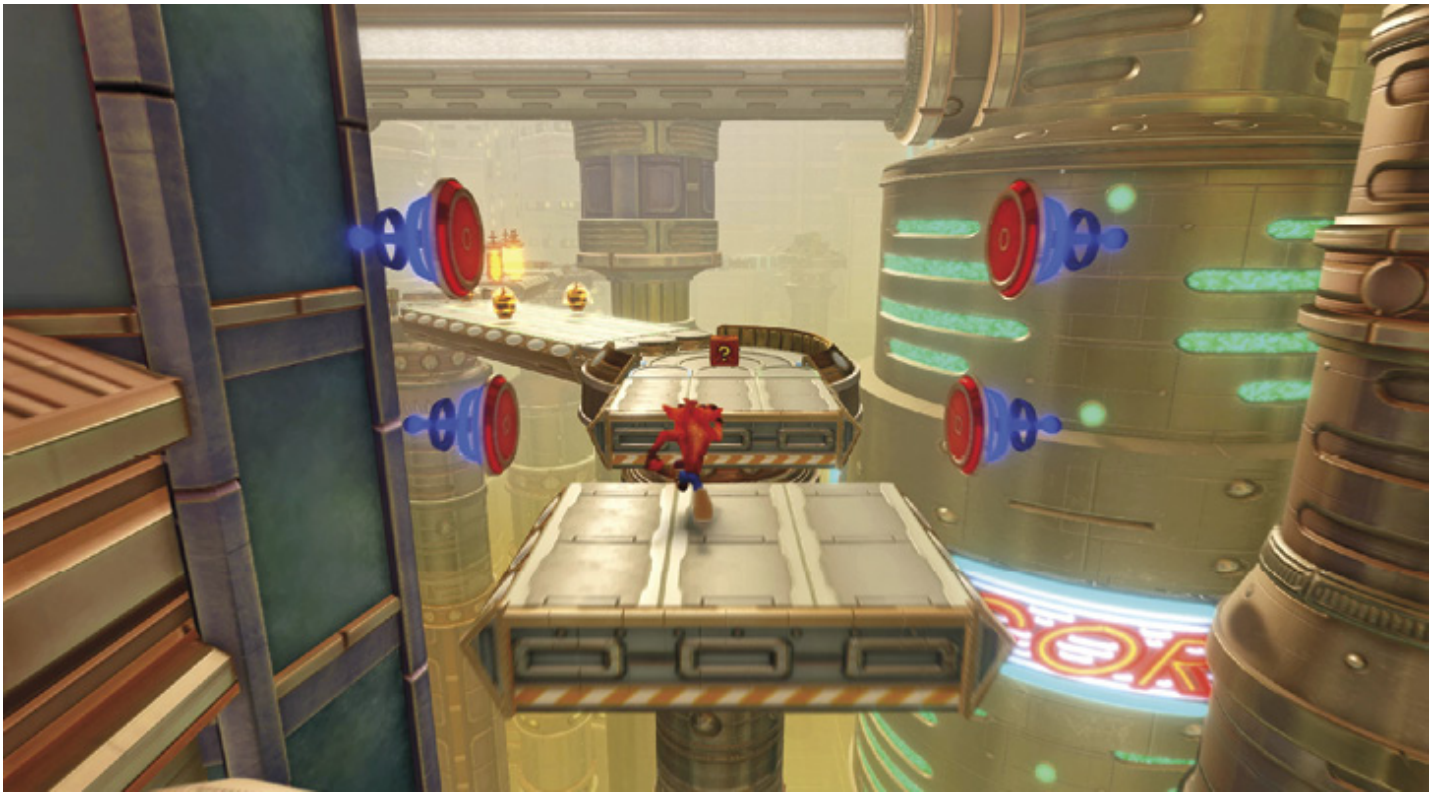
Secret Levels

Future Tense

Rewards: Clear Gem 1—destroy all 145 boxes. Clear Gem 2—complete the death route.

This brand-new level is perhaps the most challenging that Crash has ever faced! While the hazards and enemies are familiar, they come together here in most dastardly ways.

When you begin, turn around and break the large stack of boxes behind you to get started on what you need for this level. Advance forward, waiting for the two plasma gates to flicker off before jumping through. Continue down the platform and jump across the first three conveyor belts, which pull you left, right, and then left again, to reach the next round platform. Break the two boxes here.



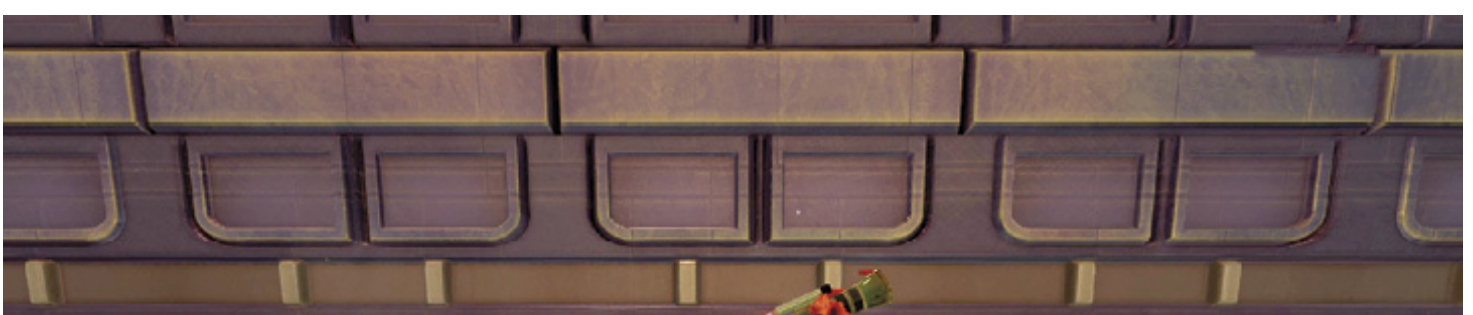
Before jumping on the next conveyor belt, note the pattern of the plasma gates ahead. As soon as the beams switch off, quickly vault to the platform between them and onto the next one, continuing to the “?” box. Ahead, on the conveyor belt, you see three shield robots. Take out your Fruit Bazooka (an indispensable tool on this level) and eliminate them before setting foot on the belt.

Fruit Fighter

As you move through this level, you notice several UFOs flying around in the background. Shoot one of these down with the Fruit Bazooka to earn this award.

With the coast now clear, ride the long conveyor belt to the next platform. Ahead you see two sets of vertical plasma gates surrounding a stack of three boxes. When the first set begins to move left, jump to the right to pass them, and stop near the boxes where it's safe. Spin into the stack to claim the "?" box and to trigger the TNT. Jump past the second set of plasma gates before the TNT goes off.

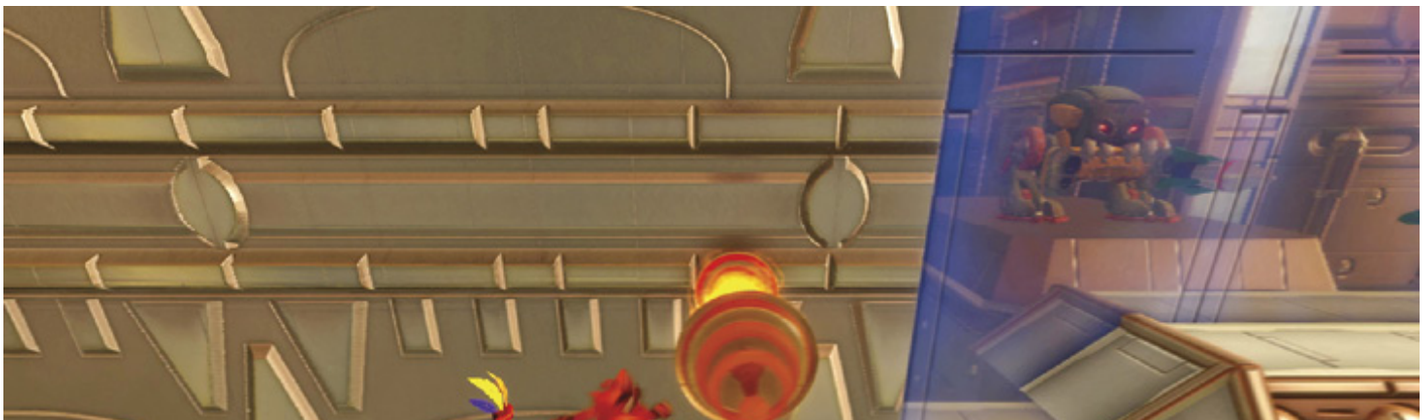
Continue to reach an Aku Aku box and jump across three more conveyor belts, but be ready to dodge the rockets fired by the large robot at the end of them. After it fires three rockets, it exposes a green target. Spin into it to destroy the machine. Follow the platform left to reach a tube, which takes you up.



At the top you see four boxes, including a “?” box and a checkpoint. Break them all before turning to your left and double-jumping up on top of the tube. Take out your Fruit Bazooka and fire at the iron “!” box to the left, activating a wire-framed box you would otherwise encounter later.

After shooting the box, Death Tornado-spin up to the platform on the left to find an iron arrow box underneath four Crash boxes. Break them all and head back to the right, to the previous checkpoint.

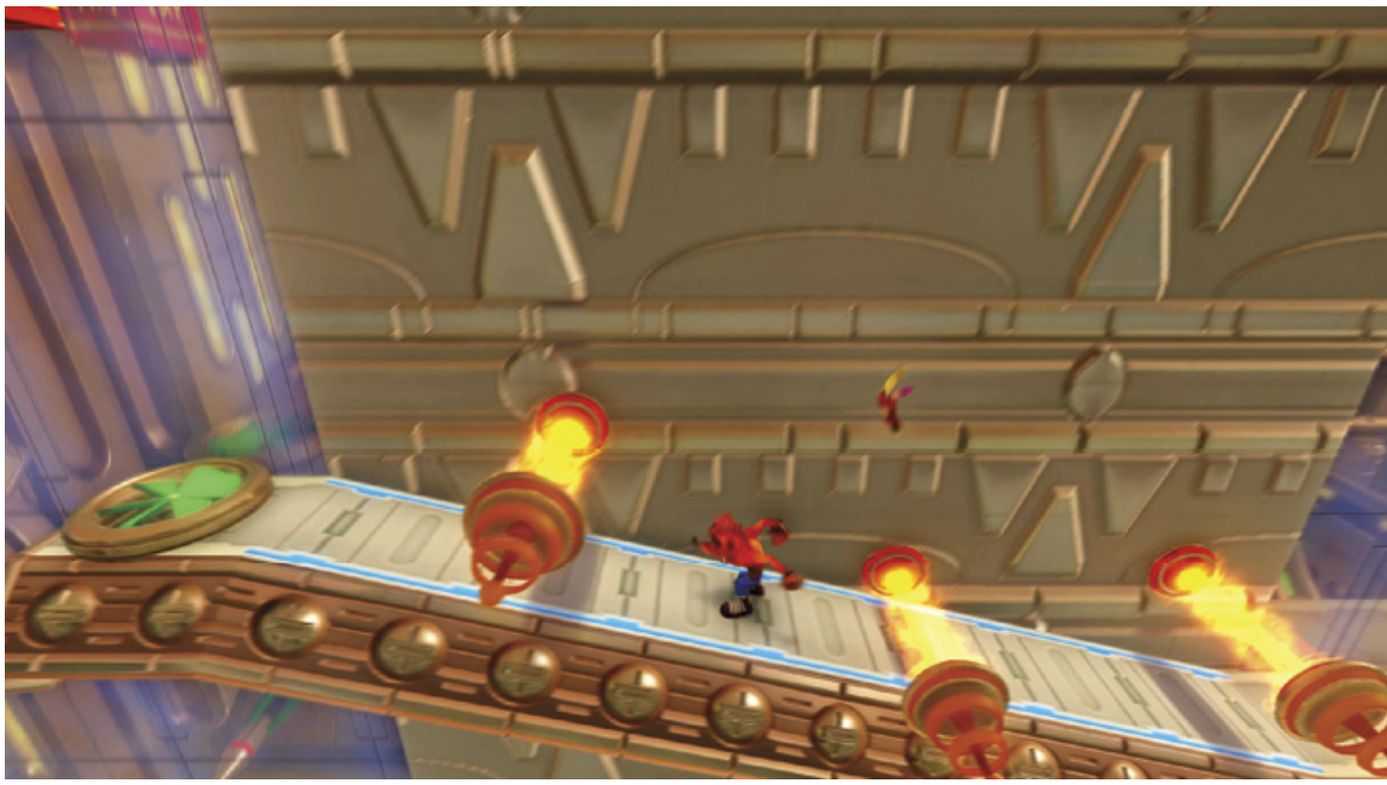
Jump onto the small platform moving counterclockwise and ride it to the next solid platform, timing your jump when the shield robot has floated to the right. Stay just on the left ledge, pull out your bazooka, and take down the robot and the nitro box.



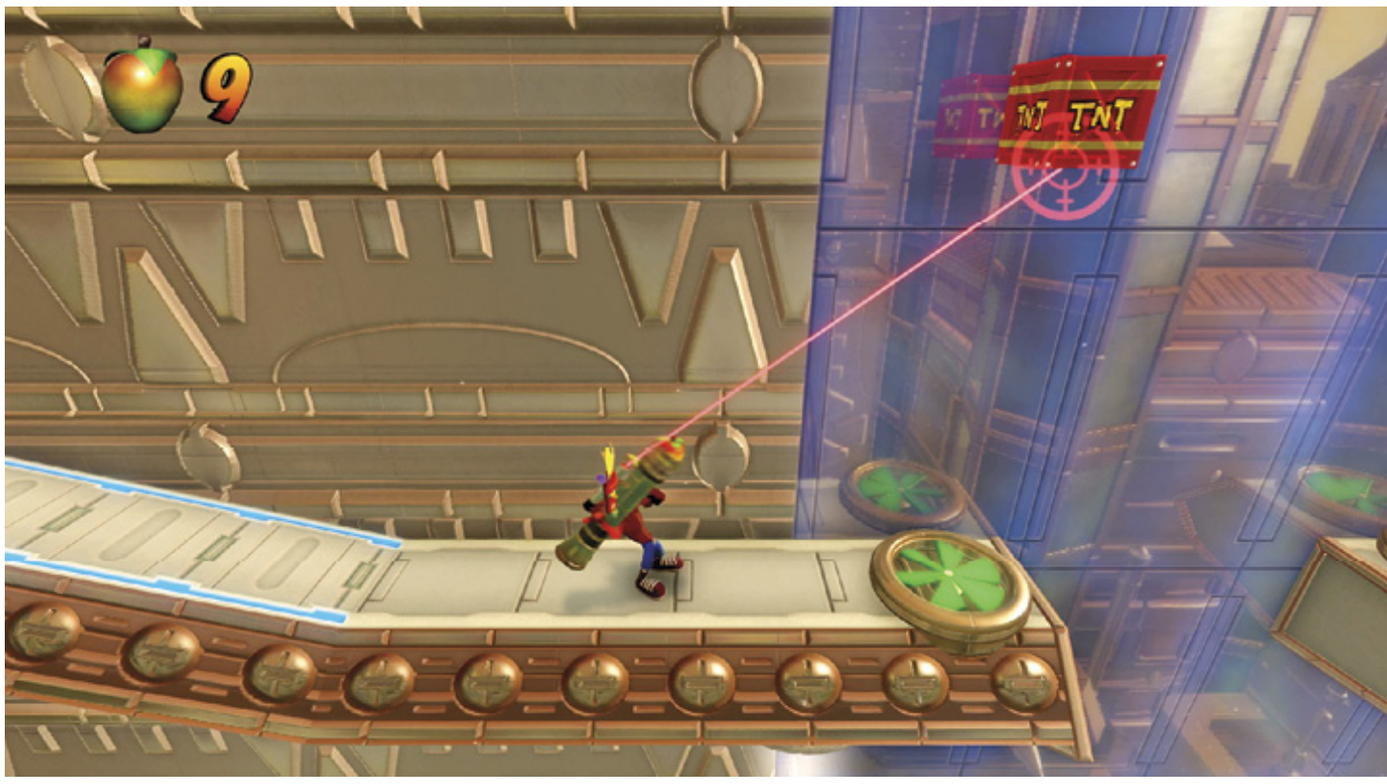
Jump onto another rotating set of small platforms, this time moving clockwise. Ride it up and jump over the plasma gate at the top, then onto the platform to the right, and break two boxes. Ride the tube up. At the top, take out your bazooka again and deal with the two shield robots here. Run along the platform onto the conveyor belt and jump up to the next platform to the right, ready to slide under the plasma gate moving along it.

Here you come to your first mirror section. Though you can’t directly turn to look at the robot firing rockets, you can see it in the reflection. Watch the reflection to see the incoming rockets, and dodge them accordingly. Or, if playing on the Nintendo Switch, you can judge when and where the rockets will hit by observing the burn effects on the windows. Before hopping down to the platform, use the Fruit Bazooka to break the four boxes here.

With the boxes out of the way, jump down and be ready to jump over two plasma gates as they roll toward you. Shoot down the shield robot and spin into the spiked shell when the spikes retract. Continue to the next mirror area, where you can once again see a large robot firing at you. Stay to the left of his rockets and shoot the three boxes to the right. When those are clear, Death Tornado-spin your way over to the next platform, avoiding the rockets.



Use the arrow box to reach the platform high and to the left. Follow it as it slopes up to a conveyor belt. Jump over the plasma gates here to reach a green fan.



Use the bazooka to take down the TNT box above the fan. Use the fan and spin to reach the Crash box to the left. Use the next fan to Death Tornado-spin over to the left, past another green fan. Break the “?” box and bounce all of the Wumpa fruit out of the bounce box. Take out the TNT box to the upper right with the bazooka.

Step onto the conveyor belt to cause a UFO to appear nearby. Back up a bit, then take him down with the bazooka, or jump on his ugly little head. Ride the conveyor belt up, and use the green fan to help you Death Tornado-spin up to the next platform on the left, with a spiked shell. Time your jump so you spin the shell into oblivion when you reach it.

Step onto the conveyor belt, carefully make your way under the first plasma gate, and jump to break the box. Go under the second and jump to break another box before moving under the third plasma gate and stepping off the belt. If you make it this far without dying (a truly commendable accomplishment), you can take the death route Skull Platform here.

Skull Platform

When the platform drops you off, move forward to break the checkpoint box, and note the plasma gates ahead. They're rotating, so be careful when timing your jumps. Move ahead until you see two UFOs. Take out your bazooka and make short work of them. Now aim your bazooka at the slot box ahead. When it switches to a Crash box, shoot it to free the extra life, which is extremely useful on this level.

Jump onto the first green platform, and quickly get ready to jump to the next one as soon as it's green again to reach the next platform. Break the Aku Aku box. Stand here and take aim at the large robot firing rockets at you. From here, the rockets can't reach you, but you can reach him. When he exposes his green button, fire the bazooka at him to take him down. Use the bazooka to also break the two boxes sitting level with the conveyor belts, underneath the plasma gates. These can be easy to miss!

Ride the belt and jump through the two sets of plasma gates when they're off to reach the next belt. Move ahead to make your way through another set of gates as well. You soon see four sets of five floating boxes. Each set has a TNT box in the center. For the first two sets, triggering the TNT takes care of the regular boxes. For the third set, jump on the

"?" boxes before triggering the TNT box. This is even more important with the fourth set so you can claim the extra lives. However, if you find yourself having trouble here, remember that all you really need to do is trigger the TNT boxes to get credit for all 20 of the boxes.

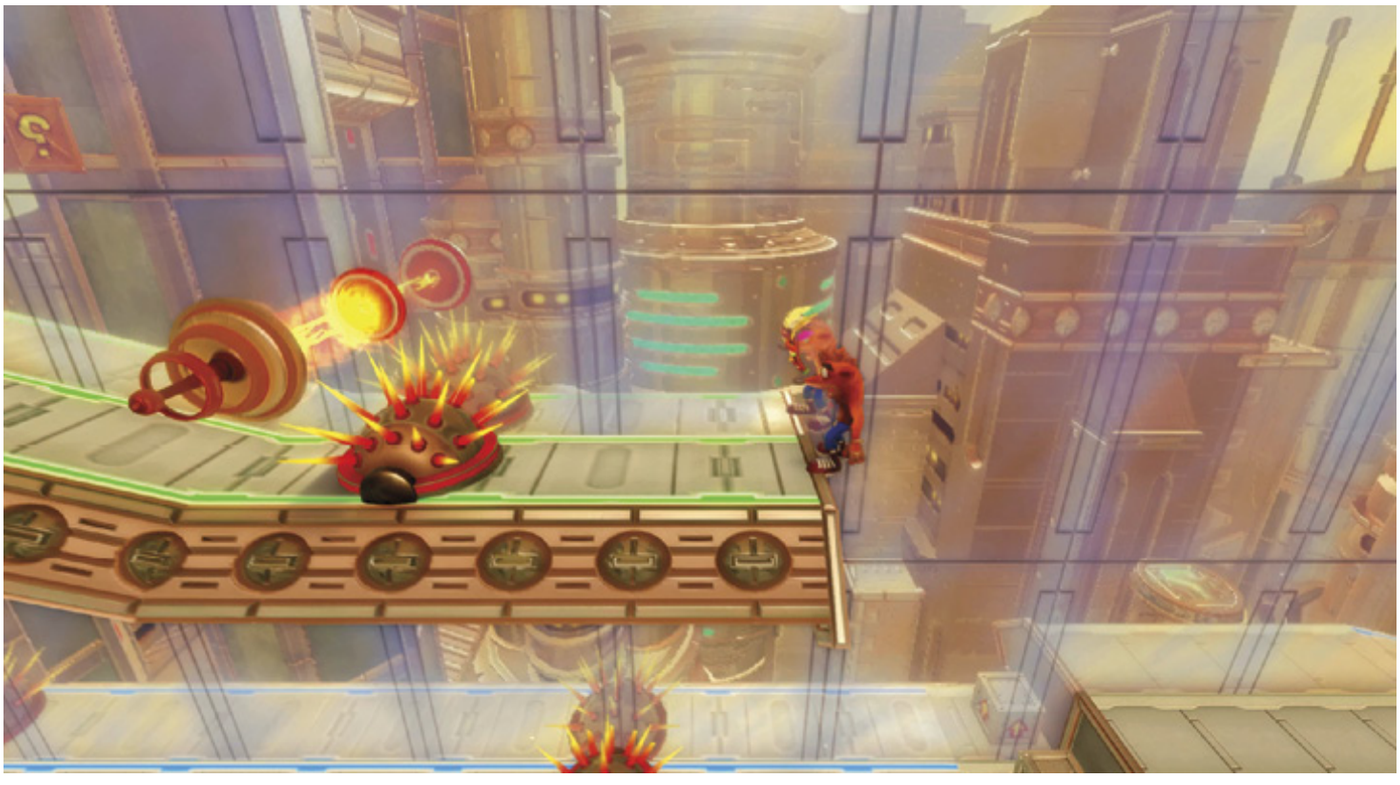
When jumping off the last set of boxes, Death Tornado-spin straight over that nearby spiked shell, to the relative safety of the next platform. From here you see another large robot firing rockets, but this time it's out of reach of even the trusty Fruit Bazooka. Death Tornado-spin over the rockets until you reach the part of the path that's lower than them. The rockets pass harmlessly over your head here, so use the respite to take out the UFO with the bazooka. Do the same with the "?" box ahead.

Walk around the green fan and approach the edge of the big jump. Once again, shoot down another UFO ahead, and the next "?" box as well. Jump to the three green fans, and use one of them to give some extra lift to your Death Tornado and make your way over the rockets. This is a tricky sequence, so if you make it this far with some Aku Aku charges left, so much the better.

When the path turns to the right, you're safe from the rockets. Continue across the next jumps, breaking the four boxes here, to reach the Skull Platform and return to the level.

Head back to the left, again making your way carefully past the three plasma gates on the conveyor belt. At the end, drop down and head back to the right. Use the green fans to Death Tornado-spin across to the left, and jump over the three plasma gates there. Drop down, past the arrow box, to break the checkpoint box.

Ride the tube up and break the Aku Aku box. Bounce on the three bounce boxes to break the ones above. Watch out for the spiked shells coming down the conveyor belt toward you, and be ready to jump over them or spin them off. Make your way to the right on the conveyor belt. Here you face several spiked shells on the belt, along with two on the top. Time your jumps and spins to take these out when their spikes retract. While the ones on the conveyor belt keep coming, those on the ceiling don't, so eliminate them to give yourself some room to jump.



Use the arrow box to reach the upper platform to the left. Time your jump to miss the rolling plasma gate, as well as the spiked shells continually dropping by. Jump past the plasma gate, break the “?” box, and then use the bazooka on the nitro box. While this sounds easy, it’s not. You’re constantly dodging spiked shells and the plasma gate while you move here. Break the next “?” box and make your way past another plasma gate, and the chute dropping spiked shells. Whew! Now you can at least take a breath.

Break the four “?” boxes and make your way back to the right, through the gauntlet of spiked shells and plasma gates again. Drop to the right and take the “?” platform to reach the bonus stage.

Bonus Stage

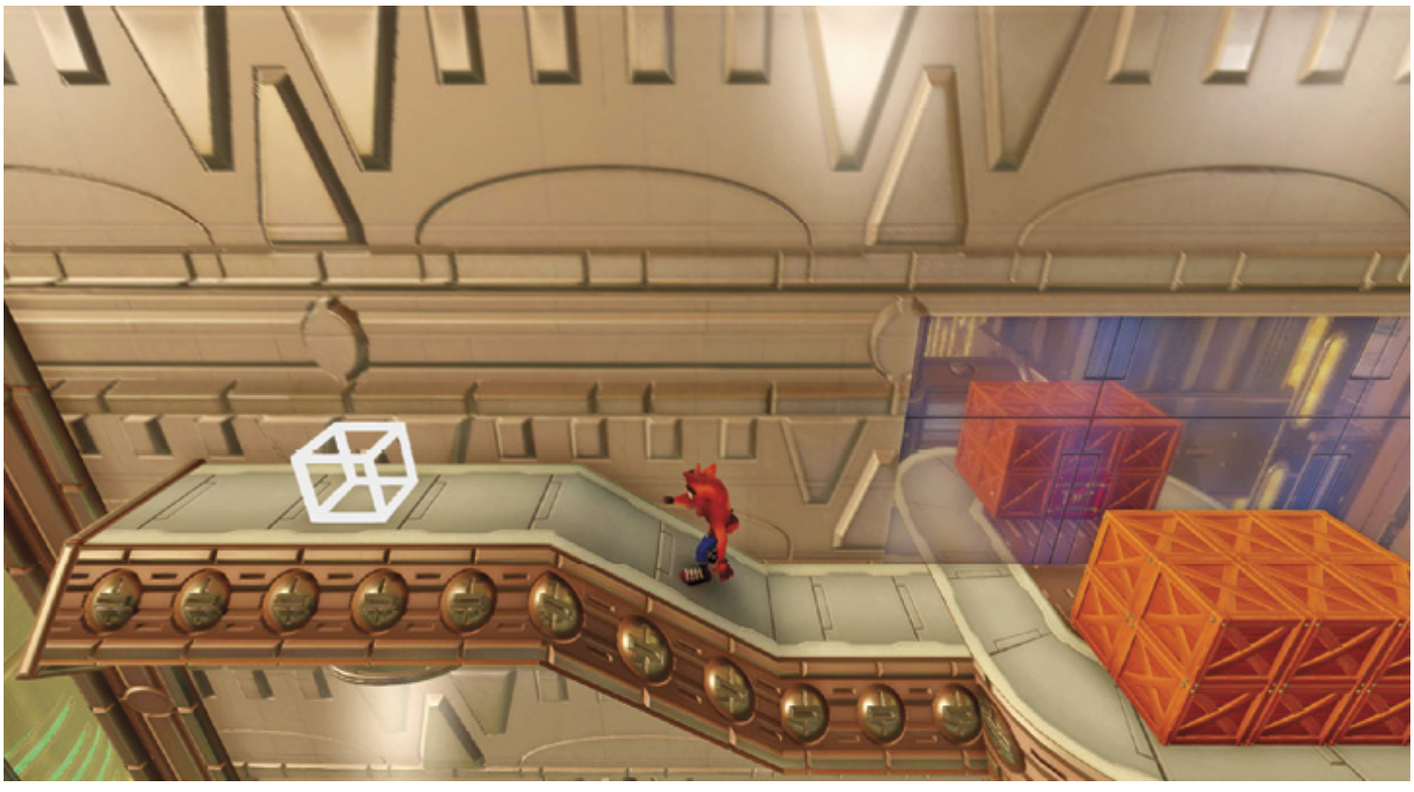
Belly Flop onto the stack of reinforced boxes when the slot box in the center switches to TNT. By the time the Belly Flop hits, the box will have switched to a “?.” Hop to the next platform. Spin into the bottom box when it switches to “?,” triggering the TNT box above it. Jump up over the iron boxes and drop through the wire-framed boxes.

Use the bazooka to break the boxes across the gap, then jump on the “!” box floating between the platforms. Quickly slide through the wire-framed gap here before the “!” box you just triggered with the TNT explosions turns it into an iron box.

Shoot the “?” box to the right, then slide-double-jump to the left, careful not to touch the bouncing nitro. Wait until it comes down from the high bounce and jump over it. Head left and break the three Crash boxes to claim the extra lives.

Return to the right and shoot the nitro boxes from a safe distance. Jump down to the right and use the Fruit Bazooka to break the five boxes crossing the gap. Belly Flop to the left of the reinforced boxes with the TNT in the center, to only break the first one. Shoot the TNT box with the bazooka, then Belly Flop the remaining boxes before returning to the level.

Head right and Death Tornado-spin over the three nitro boxes. Carefully break the two “?” boxes without touching the nitro. Then use the Fruit Bazooka to take out the nitro. Ride the tube up to reach the next checkpoint box.



Use the Fruit Bazooka to destroy the shield robot. Belly Flop onto the four reinforced boxes, and fall below them to find a wire-framed box. Follow the path right to find a stack of 12 boxes. Notice in the reflection that the center-bottom box of the stack closest to the mirror is TNT. Carefully break the first four boxes on the left, then make your way around the stack, carefully breaking each one, leaving the TNT for last.

Use the Fruit Bazooka to destroy the nitro box to the right, then follow the conveyor belt to the right, jumping to the two “?” boxes over the next belt to break them, but watch out for the plasma gates. Land on the next platform to the right, spinning into the spiked shell when it’s safe to knock it away. Use the bazooka to take down the UFO, and jump on the “!” box to activate the wire-framed box you passed a few moments ago.

Head left, back to that wire-framed box, which is now an arrow box. Use it to bounce up to the right, eliminating the spiked shell here with a spin attack to hit the box hidden off-screen in a reflection. Move to the edge of that platform so you’re safe from the next spiked shell that drops. In the Nintendo Switch version, there are no reflections and the box is in your view.

Use the bazooka to take out the shield robot to the right before making your way across the red and green rotating platforms. On the other side, jump on the green “!” box to detonate all the remaining nitro boxes on the level. Continue down the conveyor belt, jumping over the three plasma gates.

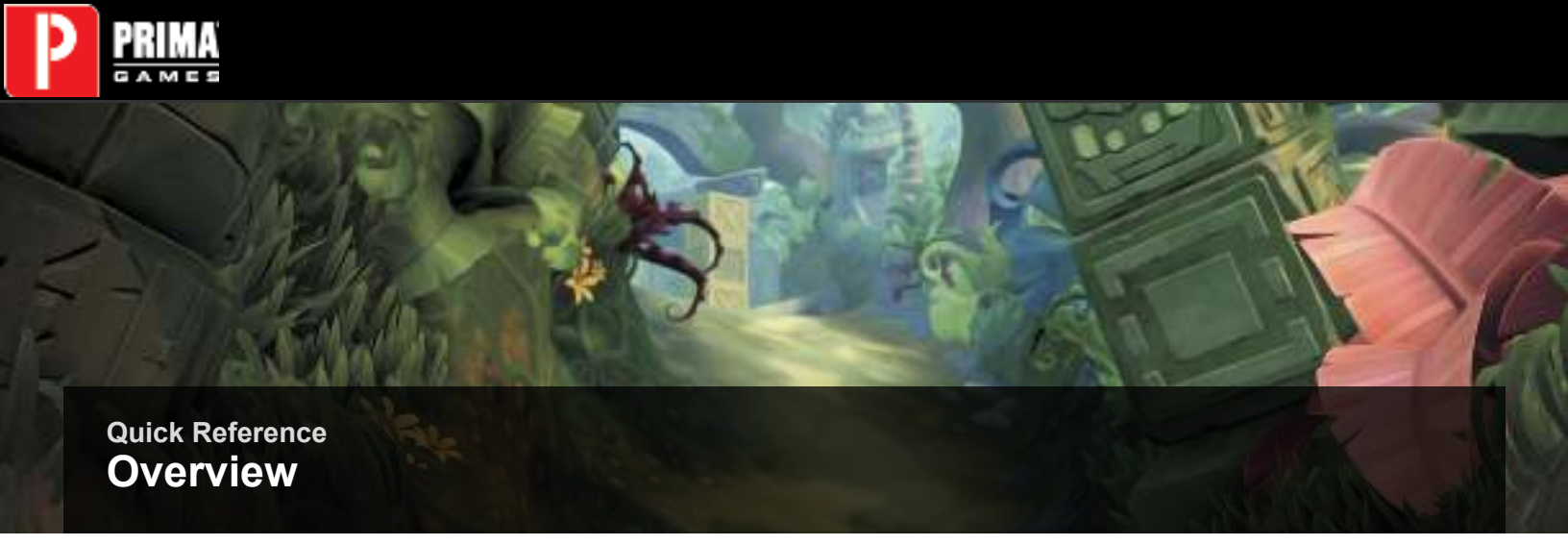
Bounce off the arrow box to reach the platform above and to the right. Use your bazooka to take out the UFO barely visible at the top of the screen before breaking the Aku Aku box.

Get ready to pass three robots firing rockets at you. Use Death Tornado to get over the rockets, and land on the platforms when they’re safe (after the robots fire their fourth rockets). Continue over the gap to the path on the right and ride up the tube.

At the top, break the checkpoint box and jump to the next small platform rotating counterclockwise. Just before your platform reaches the plasma gate, jump up and spin onto the head of the UFO driver, landing on the small platform. From there, jump to the next rotating platforms, jumping over the plasma gate on top if need be.

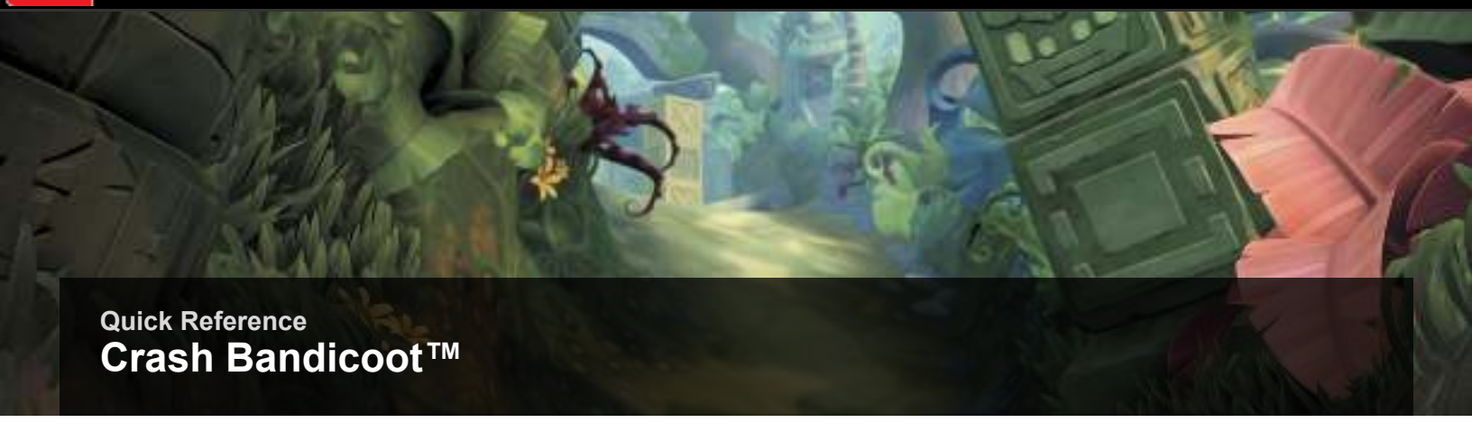
The next jump is tricky. Eliminate one of the spiked shells and ride on their platform. Use the Fruit Bazooka, almost pointed straight down, to take out the box below you.

Jump to the next set of platforms. When your platform reaches the top, jump over the plasma gate and Death Tornado-spin onto the heads of both UFOs here, landing on the platform and claiming the Clear Gem before warping out.



Quick Reference
Overview

Beware Spoilers Ahead! We've inclued a quick reference to help you find every Gem, Gem Path, Secret Level, and more.



Quick Reference

Crash Bandicoot™

Gem Locations

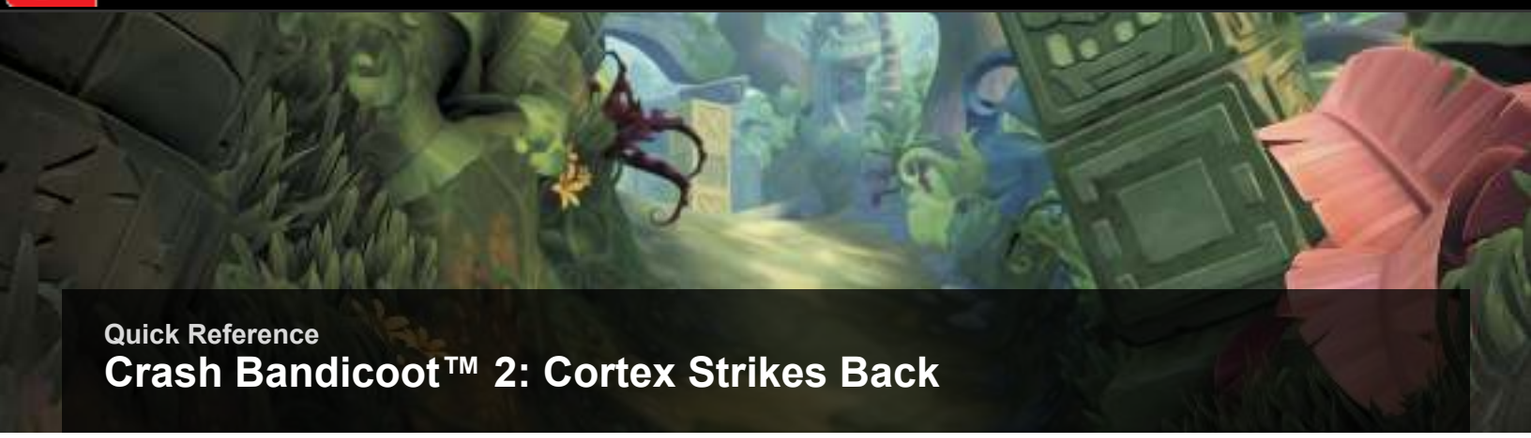
Gem Color	Location	Island	Page
Green	Lost City	Wumpa Island	29
Orange	Generator Room	Cortex Island	52
Blue	Toxic Waste	Cortex Island	54
Red	Slippery Climb	Cortex Island	59
Yellow	The Lab	Cortex Island	71
Purple	Lights Out	Cortex Island	62

Gem Paths

Gem Color	Location	Island	Page
Green	Jungle Rollers	N. Sanity Island	9
Yellow	Great Gate	N. Sanity Island	12
Orange	Upstream	N. Sanity Island	15
Blue	Rolling Stones	N. Sanity Island	19
Red	Native Fortress	N. Sanity Island	24
Red	Road to Nowhere	Wumpa Island	38
Purple	Boulder Dash	Wumpa Island	39
Blue	Cortex Power	Cortex Island	51
Yellow	Lights Out	Cortex Island	63
Blue	Jaws of Darkness	Cortex Island	65
Green	Castle Machinery	Cortex Island	68

Secret Levels

Name	How to Unlock	Page
Whole Hog	Complete Dr. Neo Cortex bonus stage in Sunset Vista	44
Fumbling in the Dark	Complete Dr. Neo Cortex bonus stage in Jaws of Darkness	67



Quick Reference

Crash Bandicoot™ 2: Cortex Strikes Back

Gem Locations

Gem Color	Location	Warp Room	Page
Blue	Turtle Woods	Jungle Warp Room	78
Red	Snow Go	Jungle Warp Room	79
Green	The Eel Deal	Ice Warp Room	97
Yellow	Plant Food	Sewer Warp Room	101
Purple	Bee-Having	Alpine Warp Room	125

Gem Paths

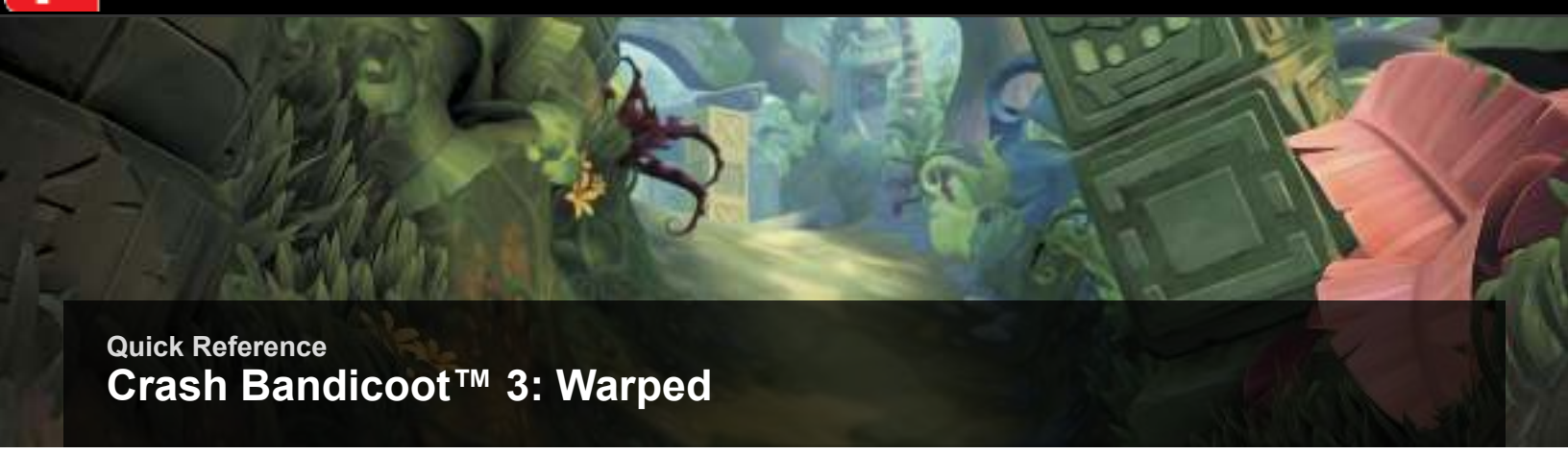
Gem Color	Location	Warp Room	Page
Blue	Hang Eight	Jungle Warp Room	82
Red	Snow Biz	Ice Warp Room	90
Yellow	Sewer or Later	Sewer Warp Room	104
Green	Ruination	Alpine Warp Room	123
All Gems	Spaced Out	High-Tech Warp Room	141

Secret Levels

Name	How to Access	Page
Totally Bear	Find secret portal in Un-Bearable in Sewer Warp Room	113
Totally Fly	Find secret portal in Hangin' Out in Alpine Warp Room	129

Item

Name	Requirement	Location	Warp Room	Page
Speed Shoes	Beat Dr. Neo Cortex	Boss battle	High-Tech Warp Room	144



Quick Reference

Crash Bandicoot™ 3: Warped

Gem Locations

Gem Color	Location	Warp Room	Page
Blue	Tomb Wader	Egyptian Location	204
Red	Deep Trouble	Medieval Location	180
Green	Flaming Passion	Future Location	216
Yellow	Hang ‘em High (secret stage)	Secret Levels	231
Purple	High Time	Oriental Location	183

Gem Paths

Gem Color	Location	Warp Room	Page
Blue	Sphynxinator	Egyptian Location	196
Red	Bone Yard	Medieval Location	154
Green	Gone Tomorrow	Future Location	213
Yellow	Dino Might!	Oriental Location	176
Purple	Tomb Time	Arabic Location	168
All Gems	Bug Lite	Future Location	222

Secret Levels

Name	How to Access	Page
Ski Crazed	Earn 5 relics	227
Hang ‘em High (secret stage)	Earn 10 relics	231
Area 51?	Earn 15 relics	232
Future Frenzy (secret stage)	Earn 20 relics	234
Rings of Power	Earn 25 relics	235
Hot Coco	Find the secret portal in Road Crash in the Oriental Location	236
Eggipus Rex	Find the secret portal in Dino Might! in the Oriental Location	240

Item

Name	Requirement	Location	Warp Room	Page
Fruit Bazooka	Beat N. Gin	Boss battle	Egyptian Location	209
Speed Shoes	Beat Dr. Neo Cortex	Boss battle	Future Location	225